**Use Case for Scheduling an Event**

**Primary Actor:** Event Scheduler

**Scope:** After-School Hours

**Description:** User wishes to create an event at a school facility of their choice.

**Triggers:**

* User wants to host an event using school facilities as their location (Holidays, graduation, etc).
* User does not have the required space readily available to host the event elsewhere.

**Main success scenario:**

**1.** Go to the After-School Hours website

**2.** User creates account

**3.** User confirms account using the email they entered.

**4.** User logs into the website.

**5.** User may create events at a time, date, and location of their choice as long as it’s available.

**6.** User may create the price of each ticket and classify the event as public or private.

**7.** User agrees to terms and conditions of facility use.

**8.** Once the user agrees to the price of the event and pays for it (fixed rate per hour determined by the school).

**9.** User waits for the approval of the event by the designated officials of the school being used.

**10.** Payment method is approved. The payment will be a two-step process AUTHORIZE and CAPTURE in order for our moderators to validate the legal use of our facility.

**11.** Once a facility is booked for an event, the use of the facility and the profit made by the school is reported to officials of the state in which the school resides.

**12.** The website puts the event in its database and people will be notified of the event through social media and/or other external sources.

**Pre-condition:**

-User influenced by the success of another event through the website/school facility.

-Special occasion is coming up making the user consider hosting an event.

**Post-condition:**

- The event is saved on the website’s database.

- Availability of facility space is no longer available for rent during the given date and time frame.

- Anyone willing to purchase a ticket may do so. They will be notified about the event through external sources such as social media or school announcements.

**Alternative courses:**

* User already has an account. = Skip to **Step 4**.
* User already and an account and is already logged in. = Skip to **Step 5**
* Event is private and the user provides a list of names and emails of the invited guests. The guests are emailed an authorization code to buy tickets.

**Exceptions:**

* User changes their mind about creating an event
* Payment method is denied and event is cancelled

**Use Case for Purchasing tickets for events**

**Primary Actor:** Ticket buyers

**Scope:** After-School Hours

**Description:** The desired procedure the User must follow in order to purchase tickets to an event of their liking. User does not need to make an account to purchase tickets, due to the fact that the ticket can be e-mailed to the buyer.

**Triggers:**

* User wants to purchase tickets to an event they were notified about.
* Users wants to purchase tickets to a public event available to all.

**Main success scenario:**

**1.** Go to the After-School Hours website

**2.** User creates account

**3.** User confirms account using the email they entered.

**4.** User logs into the website.

**5.** User looks up the event they are interested in, or what they were notified about.

**6.** User may choose the amount of tickets they want to purchase.

**7.** User agrees to terms and conditions of facility use.

**8.** User will choose their payment method

**9.** Payment method is approved and a confirmation email will be sent.

**10.** Ticket will be e-mailed to recipient.

**Pre-condition:**

-User learns of the event through an advertisement, school announcement, friend, social media, or some other means.

**Post-condition:**

-The event is saved in the website’s database.

- Anyone willing to purchase a ticket may do so. They will be notified about the event through external sources such as social media or school announcements.

**Alternative courses:**

* User already has an account. = Skip to **Step 5.**
* User already has an account and is already logged in. = Skip to **Step 5.**
* Event is a private event = User receives a secure code from the website authorizing them to purchase one ticket. Skip to **Step 3**

**Exceptions:**

* User changes their mind about going to the event and decides not to purchase a ticket.
* Payment method is denied.
* Event is cancelled.
* User cancels payment.

**Use Case for Donating**

**Primary Actor:** Donator

**Scope:** After-School Hours

**Description:** The desired procedure the User must follow in order to donate a monetary gift to the website for its services.

**Triggers:**

* User felt the website was very helpful and was pleased with the services

**Main success scenario:**

**1.** User clicks on the donate link on a page of the website.

**2.** Users chooses the amount they want to donate.

**3.** User agrees to terms and conditions which states no refunds.

**4.** User will choose their payment method.

**5.** Payment method is approved and a confirmation email will be sent.

**6.** Donation is received by the website

**Pre-condition:**

-User interacted with the website services

**Post-condition:**

- The website revenue increases

- Money can be used to improve and expand website services and functionality

**Exceptions:**

* User changes their mind about going to the event and decides not to donate
* Payment method is denied and donation is not received.

**SEQUENCE DIAGRAMS**





