Art Collection and Discovery

Use-Case Model

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# Use-Cases Identification

Use case: buy an artwork

Primary actor: user

Main success scenario: find pieces available for sale, see more info about a desired piece, select to buy now, select payment method, finalize acquisition, seller gets notified and piece becomes unavailable

Extensions: in case the buyer changes their mind during the buying process, they can cancel and return to the artworks screen

Use case: post an artwork

Primary actor: artist

Main success scenario: choose to add an artwork, list details about it (name, price, photos etc), validate it, artwork appears on the website

Extensions: in case the artist changes their mind during the posting process, they can cancel and return to the main screen

Use case: write an informative article

Primary actor: art gallery

Main success scenario: choose to add an article, give it a title, write some information in the body, validate it, article appears on the website

Extensions: in case the gallery changes its mind during the posting process, it can be cancelled and it gets returned to the main screen

# UML Use-Case Diagrams

The following are possible use cases for the three types of entities which are going to use the application.

