Find a Hackathon

Use-Case Model

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# Use-Cases Identification

**Use case:** Add a new hackathon event

**Primary actor:** IT organization employee, organizer of the event

**Main success scenario:**

1. user logins into the organization account
2. user clicks on “Add event” button
3. user enters event details
4. user clicks “Save event” button
5. a confirmation message is displayed that the event has been created successfully

**Extensions:** In the case of an error when creating event (ex. Connection drop) an error message is displayed.

**Use case:** Join a hackathon

**Primary actor:** The prospect contestant

**Main success scenario:**

1. user logins into the coder account
2. user sees the list of available hackathons
3. user selects a desired event and clicks “Join hackathon” button
4. the “Join hackathon” button is made inactive and a “Joined” message is shown next to the event

**Extensions:** If the event has expired or has too many participants, an error message is shown to the user.

**Use case:** See list of participants

**Primary actor:** IT organization employee, organizer of the event

**Main success scenario:**

1. user logins into the organization account
2. user clicks on “My events” button
3. user selects one of the events which were previously added from this account
4. user clicks “See participants” button
5. the list of all participants who have joined the event is displayed

**Extensions:** If no event was previously added, a “No added event” message is displayed when clicking “My events” button.

# UML Use-Case Diagrams

