**System**

**Name:** 2014 FIFA world cup event management system

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**Actors**

**Administrator [Admin]**

**Description:** The singular Administrator that can manage registration and deletion of general users and secondary administration as well as grant privileges to secondary administrator such as deleting comments of users, updating information of events, etc.

**KindOf:** #SecAdmin

**Secondary Administrator [SecAdmin]**

**Description:** A super user endowed with privileges such as deleting comments of users, update information of players, etc.

**KindOf:** #User

**Registered User [User]**

**Description:** A user of the system who registered successfully with the permission of secondary administrator and can comment on events and players that participate in system.

**KindOf:** #Guest

**Guest [Guest]**

**Description:** A user of system who can only query schedule of events, teams and players.

**Use Cases**

**User Registration [registerUser]**

**Description:**

1. A guest requests to be a new user.
2. The system checks if the username already exists. Then according to the result, return the information about whether the request is successful or not.
3. The guest receives the notification.

**Secondary Administrator Registration [registerSecAdmin]**

**Description:**

1. Administrator queries all the existing general users.
2. The system returns the result to the administrator.
3. The administrator selects particular users as potential secondary administrators.
4. The system returns if the upgrading is successful.
5. The administrator receives the notification.

**Update Event [updateEvent]**

**Description:**

1. Includes: [#queryEvent]
2. A secondary administrator updates event’s information.
3. The system returns a confirmation.

**Update Team [updateTeam]**

**Description:**

1. Includes: [#queryTeams]
2. A secondary administrator updates the team’s information.
3. The system returns a confirmation.

**Update Player [updatePlayer]**

**Description:**

1. Includes: [#queryPlayer]
2. A secondary administrator updates the player’s information.
3. The system returns a confirmation.

**Query Event [queryEvent]**

**Description:**

1. The guest queries a certain round.
2. The system returns all events in that round.
3. The guest queries a particular event in that round.
4. The system returns the information about the queried event.

**Query Team [queryTeam]**

**Description:**

1. The guest submits a request for the team information satisfying search criteria.
2. The system returns team information relevant to the query and satisfying access constraints.

**Query Player [queryPlayer]**

**Description:**

1. The guest submits a request for the player information satisfying search criteria.
2. The system returns player information relevant to the query and satisfying access constraints.

**Query Player Performance [queryPlayerPerformance]**

**Description:**

1. The guest submits a request for the player’s performance.

2. The system returns the information about the player’s performance.

**Submit Comment [submitComment]**

**Description:**

1. The registered user submits comment about events, teams or players.
2. The system returns the “comment successfully” message.
3. The registered user receives the notification.

**Log in [logIn]**

**Description:**

1. The guest sends the username and password to the system.

2. The system returns the information about whether it’s successful.

**Log out [logOut]**

**Description:**

1. The guest sends the request of logging out to the system.

2. The system returns the information about whether it’s successful.