Use Cases

for

WagerMe

Version 1.0 approved

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Use Case List

Primary Actor	Use Cases
User/Bettor	1. Create User Account 2. Sign In 3. Place Bet 4. View Prizes 5. Watch Advertisement 6. Deactivate Account 7. View WagerPoint Balance 8. Sync with Contacts 9. Enabling Notifications 10. Sync with social media 11. Chat through Messaging feature 12. Add/Delete Friends 13. Redeem Prize 14. View Betting Log 15. View Sportsbetting Lines 16. Delete Betting event 17. Confirm Betting event
System Administrator	18. Input 3rd Party Prize Vendors 19. Import Sportsbetting Lines 20. Fill ad slots
Third Party Vendor	21. Request data statistics from application 22. Provide content for application

Full Use Cases for WagerMe

Use Case ID:	1
Use Case Name:	Create User Account

Created By:	Team 10	Last Updated By:	Team 10
Date Created:	22 October 2016	Date Last Updated:	22 October 2016

Actors:	User/Bettor
Description:	In order for someone to use WagerMe, they first must create an account. This consists of having the user fill out their information in a registration form for it to be stored in a system. Once the user/bettor creates their account, they will be able to access the features of the WagerMe application
Trigger:	Opening up the WagerMe application will lead to log-in page with option to sign in or register for new account.
Preconditions:	1. User must have downloaded the WagerMe application on their device. 2. User must have a device compatible with iOS.
Postconditions:	1. User account and information is stored within the system. 2. User will be allowed to unlock the full features of the application. 3. User can participate in the content of the application.
Normal Flow:	**1.0 Create User Account** 2. User opens the application for the first time before they have created an account. 3. WagerMe displays the option to register or log in. 4. User selects the option of "Register". 5. WagerMe displays options for the user to fill in their first and last name, username, email address, password, and password reentry. 6. The user fills out this information reflecting their accurate personal information. 7. After verifying that their information is correct, the user clicks "Register" 8. WagerMe confirms that the user's account has been correctly created. 9. WagerMe stores their information in database and sends the user an email confirmation that their account has been created.
Alternative Flows:	None
Exceptions:	**1.0.E.1– Invalid field message while creating account** (branch

	after step 7) 1. A "Please reenter the invalid field." message comes up 2. User presses "Okay" 3. Return to step 5 and fill out valid information **1.0.E.2 – Missing field message while creating account** (branch after step 7) 1. A "You forgot to enter <field>." message comes up for the specific field that wasn't entered. 2. User presses "Okay" 3. Return to step 5 and fill out missing field information
Includes:	None
Priority:	High
Frequency of Use:	Once by a single user during the first time they wish to create an account. 100+ a day for many users.
Business Rules:	For legal reasons the user must be 21 years of age or older.
Special Requirements:	1. User should be able to edit the information they used to the create their account after it is created.
Assumptions:	1. Potential users will want to make accounts 2. A user has a first and last name 3. A user has an email account
Notes and Issues:	1. Expect this case to be the most utilized case out of all the use cases due to the fact it allows users to partake in the majority of other use cases.

Use Case ID:	2		
Use Case Name:	Sign In		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	22 October 2016	Date Last Updated:	22 October 2016
Actors:	User/Bettor		
Description:	To enter and use the full list of features that are included in WagerMe, a user must sign into the application with the credentials they assigned themselves in the "Create Account" section. Here, they will type in their username and password and then press the "Sign In" button to become authenticated within the WagerMe application.		
Trigger:	Opening up the WagerMe application when the user is logged off.		

Preconditions:	1. The user must have the WagerMe application downloaded on their device. 2. The user must already have an account to sign into.
Postconditions:	1. The user will be able to access their account, unlocking the all of the features of the WagerMe application.
Normal Flow:	**2.0 – Signing In** 1. The user opens up the WagerMe application. 2. WagerMe displays two separate text boxes, one for the user to input their username and the other to input their password. WagerMe also displays a "Forgot password/username?" option as well as a "Sign In" button. 3. The user then types in their information and presses the "Sign In" button. 4. WagerMe then searches the database to see if the credentials are valid. 5. When verified, the user is authenticated and directed to WagerMe's homepage. 6. WagerMe clocks the user's log-in for metrics and analytics purposes.
Alternative Flows:	None
Exceptions:	**2.0.E.1 – User forgets their password** (branch after step 2) 1. The user clicks on the "Forgot password/username?" option. 2. WagerMe displays an area to enter the user's email address to send them a temporary password. 3. The user submits their email. 4. WagerMe sends the user a temporary password via email to log into their account. 5. The user takes the temporary password and logs onto their account and immediately creates a new password. **2.0.E.2 – User forgets their username** (branch after step 2) 1. The user clicks on the "Forgot password/username?" option. 2. WagerMe displays an area to enter the user's email address to send them a temporary username. 3. The user submits their email. 4. WagerMe sends the user a temporary username via email to log into their account 5. The user takes the temporary username and logs onto their account and immediately creates a new username. **2.0.E.2 – User forgets both their username/password** (branch after step 2) 1. The user clicks on the "Forgot password/username?" option. 2. WagerMe displays an area to enter the user's email address to send them a temporary password and username. 3. The user submits their email.

	4. WagerMe sends the user a temporary password and username via email to log into their account. 5. The user takes the temporary password and username and logs onto their account and immediately creates a new password and username.
Includes:	Create an Account
Priority:	High
Frequency of Use:	This function is used every time a user opens the application after the application has been logged off of. Approximately 2-3 times a day for the average user.
Business Rules:	N/a
Special Requirements:	1. The user's account could potentially lock if they have more than five unsuccessful logins.
Assumptions:	1. Users will want to use WagerMe 2. Users know their username and password.
Notes and Issues:	1. Expect this case to be one of the more utilized case out of all the use cases due to the fact it allows users to partake in the majority of other use cases.

Use Case ID:	3		
Use Case Name:	Place Bet		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	22 October 2016	Date Last Updated:	22 October 2016
Actors:	User/Bettor		
Description:	Users will place bets on various events with their friends or against the House. The point of placing a bet is to accumulate WagerPoints that can be used to redeem prizes.		
Trigger:	Bets occur whenever a user initiates them or when the user is initiated by another user or the House.		
Preconditions:	1. The user must have the WagerMe application downloaded on their device. 2. The user must be signed into their WagerMe account 3. The user must have WagerPoints to bet with.		
Postconditions:	1. The user will have either gained or lost WagerPoints		

Normal Flow:	**3.0 – Placing Bets** 1. While in the WagerMe application, the user selects the "Place Bet" option. 2. WagerMe pulls up an option list that includes "Challenge the House" or "Challenge your Friends" 3. The user then decides which they want to choose and selects their preferred option. 4. WagerMe displays the option of choosing which friend, via search bar, you want to bet against. 5. After finding the friend in the search, the user presses "Challenge Friend" 6. After the challenge is initiated, WagerMe displays an area for the user to type in the description of the bet and also includes an area to insert the amount of WagerPoints the user wants to bet. 7. The user then submits the bet by pressing "Challenge". 8. WagerMe then sends a notification to the person that has been selected by the user, notifying them that they have been challenged to a bet.
Alternative Flows:	**3.1 – Placing a Bet Against the House** (branch after step 3) 1. WagerMe displays the events that the House is betting on at the moment. 2. The user decides which event it wants to bet on against the House. 3. After selecting the event, WagerMe displays a box where the user can submit the amount of WagerPoints they want to bet. 4. After typing in the wager, the user can then select the "Challenge" button to initiate the bet.
Exceptions:	**3.1.E.1 – No events are shown when betting against the House** (branch after step 3) 1. WagerMe displays that no events are currently being entertained by the House. 2. WagerMe gives the user the option of canceling the bet or being redirected to the "Challenge your Friends" option. 3. If the user selects the canceling of the bet, they are redirected to the homepage. 4. If they choose the "Challenge your Friends" option, they are taken back to step 4.
Includes:	Create an Account, Sign In
Priority:	High
Frequency of Use:	This function will most likely be used at least once every time a user gets on the application. Approximately 2-3 times per day per user.
Business Rules:	N/a
Special Requirements:	1. The user may cancel out of a bet at anytime before they press the "Challenge" button.

Assumptions:	1. Users will want to use WagerMe 2. Users have WagerPoints to bet with.
Notes and Issues:	1. Depending on the circumstances, there may not be any events that the user can challenge the House/their friends against. In this case, the user must create their own personal bet with their friends, something that can't be done against the House.

Use Case ID:	4		
Use Case Name:	View Prizes		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	22 October 2016	Date Last Updated:	22 October 2016
Actors:	User/Bettor		
Description:	A user may view the prizes/offers being offered within the WagerMe application. Users us WagerPoints to purchase these prizes/offers. Users will be able to see what the prize/offer is and how long it will be on the Marketplace for.		
Trigger:	None		
Preconditions:	1. The user must have the WagerMe application downloaded on their device. 2. The user must be signed into their account.		
Postconditions:	1. The user will have an understanding of the prizes/offers that WagerMe and third party vendors are offering.		
Normal Flow:	**4.0 – Viewing Prizes** 1. The user opens up and signs into the WagerMe application. 2. After being directed to the home screen, the user presses the "Marketplace" option. 3. WagerMe then displays a graphical list of prizes and offers that are currently being presented on WagerMe. 4. The user can click on an prize/offer to see more information 5. Once clicked on, WagerMe displays further details about that prize/offer.		
Alternative Flows:	None		
Exceptions:	**4.0.E.1 – No Prizes/Offers displayed** (branch after step 2) 1. Once the Marketplace tab opens, no prizes or offers are displayed with the message "No Prizes or Offers Available".		

	2. The user presses back or the Home tab to return home.
Includes:	Create an Account, Sign In
Priority:	High
Frequency of Use:	This function is used whenever the user wants to see what prizes/offers are available in the marketplace. A user will use this approximately 1-2 times every time they open the application.
Business Rules:	N/a
Special Requirements:	1. There will not always be prizes/offers available in the Marketplace. These are totally relied on by third party vendors to provide them.
Assumptions:	1. Third party vendors will want to provide prizes/offers to users.
Notes and Issues:	1. Each of the items in the Marketplace should be only shown once to eliminate clutter within the section. Only valid offers/prizes will be shown.

Use Case ID:	5		
Use Case Name:	Watch Advertisement		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	22 October 2016	Date Last Updated:	22 October 2016

Actors:	User/Bettor
Description:	A user may view advertisements in order to obtain more WagerPoints. Advertisements are used on WagerMe to provide revenue and to give companies the option to advertise on the application.
Trigger:	None
Preconditions:	1. There must be third parties willing to provide content for advertisements.
Postconditions:	1. Users will be rewarded a set number of WagerPoints after watching each advertisement. 2. Analytics will be collected when each user watches/clicks on advertisement.

Normal Flow:	**5.0 – Watching Advertisements.** 1. From the home screen of WagerMe, the user clicks on the "Partners" tab. 2. WagerMe redirects the user to the Partners tab where a list of advertisement videos and their WagerPoints reward are listed. 3. The user can then pick an advertisement to watch and then clicks on it. 4. The user watches the entire advertisement through. 5. After the entire advertisement is complete, the user is rewarded the WagerPoints that the advertisement offered.
Alternative Flows:	**5.1 – Clicking on the Watched Advertisements** (branch from step 4) 1. The majority of the advertisements that are placed on WagerMe will have the option to click on them to be redirected to the advertisers site. 2. The user clicks on the advertisement after watching. 3. WagerMe then redirects the user to the advertiser's site. 4. If a bonus number of WagerPoints are offered if the user clicks on the advertisement, then they are rewarded those as well as the points from watching the advertisement.
Exceptions:	**5.0.E.1 – No Advertisements displayed** (branch after step 2) 1. Once the Partners tab opens, no advertisements are displayed and the message "No Advertisements Available" is shown. 2. The user presses back or the Home tab to return home.
Includes:	Create an Account, Sign In
Priority:	High
Frequency of Use:	Due to the fact that this is a relatively quick/easy way for a user to gain WagerPoints, this will probably be viewed 3-5 times by a user whenever they are on the application.
Business Rules:	N/a
Special Requirements:	1. There will not always be advertisements available in WagerMe. These are totally relied on by third party vendors to provide them.
Assumptions:	1. Third party vendors will want to provide advertisements to be shown on WagerMe. 2. Users will want to view advertisements.
Notes and Issues:	1. Not all advertisements will be the same length/have the same amount of content. 2. Not all advertisements will have clickable features that redirect the user to the advertiser's site. 3. Not all of the advertisements will have the same WagerPoint reward.

Use Case ID:	6		
Use Case Name:	Deactivate Account		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016

Actors:	User/Bettor
Description:	In the case of the user not wanting to use WagerMe anymore or not wanting to have an active account, they may wish to deactivate their account.
Trigger:	The user no longer wants their active account on WagerMe
Preconditions:	1. The user must have the WagerMe application downloaded on their device. 2. The user must have an active WagerMe account.
Postconditions:	1. The user's account will cease to exist and will be wiped from the database storing account information. 2. All of their personal information tied to their account will be deleted. 3. They will receive an email confirming that their account has been deleted.
Normal Flow:	**6.0 – Deactivating a User's Account** 1. From the home screen, the user will select "Options". 2. WagerMe will pull up a list of executable options, including the "Deactivate Account" option. 3. The user will then select the "Deactivate Account" option. 4. WagerMe will pull up a window with a message reading "Are You Sure?" and a "Yes" or "No" option. 5. The user will then select "Yes". 6. WagerMe will then pull up a box asking for the user to type in their password for security reasons. 7. The user will then type in their password to prove that it is them deleting their account and then they will press "Delete". 8. WagerMe will then redirect them to the "Create an Account" page.
Alternative Flows:	**6.1 – User Deciding not to Delete Their Account** (branch after step 4) 1. The user presses the "No" option to exit from deactivating their account

	2. WagerMe then redirects them to the home screen.
Exceptions:	**6.0.E.1 – User Forgets Password** (branch after step 6) 1. If the user forgets their password, they will press the "Forgot password?" option. 2. WagerMe will return a window for the user to type in their email address. 3. The user will type in their email address so that a new password will be emailed to them. 4. WagerMe emails the user their new password. 5. The user uses this password to type in the password field. 6. The user proceeds at step 7.
Includes:	Sign In
Priority:	Low
Frequency of Use:	This function will only be used once per user account. The frequency of a user deleting their account is pretty low, probably once every couple of months.
Business Rules:	N/a
Special Requirements:	1. Deleting an account is a one time, non reversible action. The user must be warned about this so putting multiple warning messages with this use case is necessary
Assumptions:	1. A user will want to delete their account. 2. The user will not want to utilize their account in the future.
Notes and Issues:	None.

Use Case ID:	7		
Use Case Name:	View WagerPoint Balance		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	A user will want to view their WagerPoints balance at some point during their experience within WagerMe. Viewing WagerPoints will give them an idea about how many they have to spend.		

Trigger:	User wants to view their WagerPoints balance.
Preconditions:	1. The user must have the WagerMe application downloaded on their device.
Postconditions:	1. The user will have an understanding of how many WagerPoints they have tied to their account
Normal Flow:	**7.0 – Viewing WagerPoints** 1. From the home screen, the user will select "View WagerPoints" 2. WagerMe will return a screen reading the amount of WagerPoints the user has in their balance. 3. WagerMe will also give them an option of either "Buy More WagerPoints" or "View Advertisements to Earn More"
Alternative Flows:	**7.1 – User Seeing Their Balance When Placing a Bet** 1. From the home screen, the user selects the "Place Bet" option. 2. WagerMe returns the information discussed in Use Case ID 2. 3. Near the area where a user can place a bet, their WagerPoints balance will be displayed. **7.2 - User Seeing Their Balance After Watching Advertisments** 1. From the home screen, the user selects the "Partners" option. 2. After branching from step 4 of the Use Case ID 5's normal flow, WagerMe will display how many points have been added to the user's account. They will also see a current amount of points in this same window.
Exceptions:	None
Includes:	Place Bets, Watch Advertisements
Priority:	Medium
Frequency of Use:	This function will be used whenever the user wants to view their WagerPoint balance, which will probably be 2-3 times per day for the average user.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has interest in viewing their WagerPoints balance. 2. The user will have some interest to gain more WagerPoints.
Notes and Issues:	None.

Use Case ID:	8		
Use Case Name:	Sync With Contacts		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	When first opening the "Friends" option in WagerMe, a user will have the option to sync WagerMe with their contacts within their device. This will allow them to rack up friends right away who are also using WagerMe.		
Trigger:	User wants to sync WagerMe with their contacts		
Preconditions:	1. The user must have the WagerMe application downloaded on their device. 2. The user must have contacts on their device to sync to.		
Postconditions:	1. The user will have potentially gained a certain number of new Friends after syncing with contacts.		
Normal Flow:	**8.0 – Sync With Contacts** 1. From the home screen, the user will select "Friends". 2. If this is their first time clicking on the "Friends" tab, they will have the option to immediately sync their contacts within WagerMe. 3. The user will click "Sync My Contacts" 4. WagerMe will return a full list of people within the user's contacts that have active WagerMe accounts. 5. These people will be added to the user's Friends list.		
Alternative Flows:	**8.1 – Syncing Contacts After Using Friends Option** (branch from step 1) 1. WagerMe will display the user's current set of friends and an "Options" button. 2. The user will select the "Options" button. 3. WagerMe will return a set of options, including "Sync My Contacts". 4. The user will select "Sync My Contacts" 5. The process continues from step 4 and on.		
Exceptions:	**8.0.E.1 - None of the User's Contacts Have WagerMe Accounts** (branch from step 3) 1. If the user has no contacts who have active WagerMe accounts, a		

	message reading "None of Your Contacts Have an Account!" will appear. 2. The user will press "Okay" on this message and will be redirected back to their Friends list.
Includes:	None
Priority:	Medium
Frequency of Use:	This function will mainly be used when a user opens up Friends for the first time. So this will be used by a user at least once during their time in WagerMe.
Business Rules:	N/a
Special Requirements:	Will have to be able to access user's contacts, which will call for permission. Asking the user permission to use their contacts will have to be implemented
Assumptions:	1. The user wants to sync their contacts into WagerMe 2. The user has contacts available on their device to sync.
Notes and Issues:	None

Use Case ID:	9		
Use Case Name:	Enabling Notifications		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	In order for the user to receive notifications from WagerMe, they will have to enable them. This will can be done from the first time they log in to anytime after.		
Trigger:	User wants to receive notifications from WagerMe.		
Preconditions:	1. The user must not already have notifications enabled.		
Postconditions:	1. The user will receive notifications from WagerMe.		
Normal Flow:	**9.0 – Turning on WagerMe Notifications**		

	1. From the home screen, the user will select "Options". 2. WagerMe will display a list of options, including "Notification Options". 3. The user will click on "Notification Options". 4. WagerMe will return a list of notification options, one of which includes the option "Enable Notifications" 5. The user will then select the "Enable Notifications" options, which will cause them to receive notifications.
Alternative Flows:	**9.1 – User Enabling Notifications During First Sign In** 1. After the user signs into WagerMe for the first time, WagerMe will return a message asking "Do you Want to Enable Notifications?" 2. The user will select "Yes" 3. WagerMe will now send notifications to the user.
Exceptions:	None
Includes:	None
Priority:	Low
Frequency of Use:	Enabling notifications is a one time action unless the user turns them off at some point. Expect the user to utilize this option 1-3 times during their total time spent in WagerMe.
Business Rules:	N/a
Special Requirements:	This function will have to ask the user for permission to send them notifications. Each time the user wants to enable their notifications, the permission message must be displayed.
Assumptions:	1. The user has interest in enabling notifications from WagerMe.
Notes and Issues:	None.

Use Case ID:	10		
Use Case Name:	Sync With Social Media		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	A user will want to sync their WagerMe account to various social media platforms to create a connection between their WagerMe account and social media. The user will be able to post bet results, ask if anyone wants to challenge them in a bet, and other things		

	relating to the application.
Trigger:	User wants to sync their WagerMe account with their other social media accounts.
Preconditions:	1. The user must have social media accounts to sync WagerMe with.
Postconditions:	1. Users will be able to interact with their social media accounts with information from WagerMe
Normal Flow:	**10.0 – Syncing Social Media Accounts** 1. From the home screen, the user will select "Options" 2. WagerMe will return a list of options, one of which includes "Sync Social Media" 3. The user will click on "Sync Social Media" 4. WagerMe will then display graphical links that a user can click on. 5. Clicking on these links will redirect the user to a given social media site where they can type in their credentials for that site. 6. After typing in their credentials on the social media site, they will have given WagerMe permission to sync with that given social media.
Alternative Flows:	None
Exceptions:	None
Includes:	None
Priority:	Low
Frequency of Use:	Syncing a user's social media accounts to their WagerMe account will most likely be a one time action per social media account. Due to a user most likely having more than one social media account that they'd want to sync with, a user will use this case 1-3 times during the total amount of time they are active in WagerMe.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has interest in syncing WagerMe with their social media accounts. 2. The user has social media accounts to sync with.
Notes and Issues:	None.

Use Case ID:	11

Use Case Name:	Chat Through Messaging		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to chat with people who they are betting against or people who are in their Friends list.		
Trigger:	User wants to chat with Friends or people they are betting against.		
Preconditions:	1. The user must have an active bet or have friends in their Friends list.		
Postconditions:	1. Users will be able to send and view messages within a personal chatroom		
Normal Flow:	**11.0 – Chatting Through Message** 1. From the home screen, the user will select "Message" 2. WagerMe will display a list of users that are contained in the user's Friend's list. 3. The user will select a friend that they are wishing to chat. 4. WagerMe will then display a messaging chat room. 5. The user can then begin typing out a message to their desired friend. 6. After typing their message, the user can press "Send" to send the message through to the intended user.		
Alternative Flows:	**11.1 - Chatting Through Place Bet** 1. While in Place Bet, WagerMe will display an option to "Message Opponent". 2. The user will click on "Message Opponent. 3. Resume from step 4.		
Exceptions:	**11.0.E.1 - Friend/Opponent has Messaging Feature Disabled** (branch from step 3) 1. If a Friend or Opponent has their messaging feature disabled, a message reading "<username> not available for chat" will be displayed to the user. 2. The user will select "Okay" and will be redirected back to their Friends list/bet.		
Includes:	Place Bet		
Priority:	Medium		
Frequency of	It is expected that the user will attempt to make some sort of		

Use:	communication with an opponent/friend every time they are active in the application. This option will be used approximately 1-3 times during one session in the application.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has their Messaging option enabled. 2. The user has friends/opponents to message and a reason to message them.
Notes and Issues:	None.

Use Case ID:	12		
Use Case Name:	Add/Delete Friends		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to add and remove friends at will during any period they are active in WagerMe.		
Trigger:	User wants to add or delete friend.		
Preconditions:	1. The user must have a friend in mind that they want to add/delete.		
Postconditions:	1. Users will have successfully add/deleted a friend from their Friends list.		
Normal Flow:	**12.0 – Adding a Friend** 1. From the home screen, the user will select "Friends" 2. WagerMe will then display the Friends tab, with information including an "Add/Delete Friends" option. 3. The user clicks on "Add/Delete Friends". 4. WagerMe displays a window prompting the user to type in another user's username or name. 5. The user then types in either a username/name and presses "Enter".		

	6. WagerMe then displays all usernames/names that are close to what is searched by the user. 7. The user then selects the username/name that they want to add as a friend. 8. Once selected, WagerMe displays a "Request Friend" option. 9. The user clicks "Request Friend" and a request is sent to the given user for them to confirm.
Alternative Flows:	**12.1 - Deleting a Friend via Add/Delete Friends** (branch from step 7) 1. If the username/name that is selected is already in the user's Friends list, they have the option of "Delete Friend" 2. User selects "Delete Friend". 3. WagerMe deletes friend from the user's Friends list **12.2 - Deleting a Friend via Friend Profile** (branch from step 1) 1. Once in the Friends tab, a user can scroll to find a friend they want to delete. 2. User clicks on the friend. 3. WagerMe displays the friend's profile which includes a "Delete Friend" option. 4. User selects "Delete Friend". 5. WagerMe deletes friend from user's Friends list.
Exceptions:	None
Includes:	None
Priority:	Medium
Frequency of Use:	The user is expected to add or delete friends throughout their experience on WagerMe. It is approximated that a user will add 5-100 during the time they are active on the application.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has friends to add. 2. The user wants to delete a friend at some point during their experience.
Notes and Issues:	None.

Use Case ID:	13
Use Case Name:	Redeem Prize

Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	26 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to redeem prizes with their WagerPoints. The user will do this in the "Marketplace" section of the application.		
Trigger:	User wants to redeem prizes with their WagerPoints		
Preconditions:	1. The user must have a sufficient number of WagerPoints to purchase prizes. 2. There must be prizes within the Marketplace for the user to purchase.		
Postconditions:	1. The user will have obtained a prize in exchange for their WagerPoints.		
Normal Flow:	**13.0 – Redeeming Prize** 1. From the home screen, the user will select "Marketplace" 2. WagerMe will then display a list of all of the available offers/prizes a user can redeem 3. The user will select a prize or offer that they want to redeem 4. WagerMe will then display information about the prize or offer as well as a "Redeem" button. 5. The user will press the redeem button. 6. WagerMe then calculates to see if the user has enough WagerPoints to redeem the prize or offer. 7. If WagerMe verifies that the user has sufficient WagerPoint funds, the prize will be redeemed. 8. A message saying "Congrats, your prize has been redeemed!" will appear on the user's screen. 9. After pressing "Okay", the user will be directed to a screen where they will fill out shipping information. 10. After the user fills out the shipping information, they will press "Confirm" and the prize will be shipped to them.		
Alternative Flows:	**13.1 - Redeeming Offer** (branch from 6) 1. If WagerMe verifies that the user has sufficient WagerPoint funds, the offer will be redeemed. 2. A message saying "Congrats, your offer has been redeemed!" will appear on the user's screen. 3. The user presses "Okay". 4. After pressing "Okay", WagerMe then sends the offer to the user's email address. 5. WagerMe then shows a "Your offer has been emailed to you!" message to the user.		

Exceptions:	**13.0.E.1 - User has Insufficient WagerPoint Funds to Redeem Prize/Offer** (branch from step 6) 1. If WagerMe calculates that the user does not have enough funds to redeem prize, it returns a message saying "Sorry, you don't have enough WagerPoints to redeem." 2. The user then presses "Okay" on the message. 3. WagerMe redirects the user back to the main Marketplace tab.
Includes:	View Prizes
Priority:	High
Frequency of Use:	One of the main features of WagerMe is the option to redeem prizes after betting. This function will be used by the user all throughout their experience in WagerMe. A user will utilize this function 1-3 times every couple of weeks.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user wants to redeem a prize/offer 2. The user has WagerPoints available to redeem prize/offer.
Notes and Issues:	None.

Use Case ID:	14		
Use Case Name:	View Betting Log		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to view the past bets they have participated in. Users can use this to either review their betting history or dispute bets they believe have been called wrong.		
Trigger:	User wants to view betting log.		
Preconditions:	1. The user must have participated in bets previously to have content within the betting log.		

Postconditions:	1. Users will have been able to analyze past bets.
Normal Flow:	**14.0 – View Betting Log** 1. From the home screen, the user will select "Betting Log" 2. WagerMe will direct the user to the Betting Log tab, which will include each bet the user has made in the past as well as a short description of each bet.
Alternative Flows:	None
Exceptions:	**14.0.E.1 - No Bets Appear in Betting Log** (branch from step 1) 1. Since the user hasn't participated in any bet, WagerMe displays a "No Bets to View" message once the Betting Log tab opens. 2. The user can press "Okay" on the message. 3. WagerMe then redirects the user back to the homepage.
Includes:	None
Priority:	Medium
Frequency of Use:	This function will be used by a user approximately once per week that they are actively betting.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has had previous bets they want to view.
Notes and Issues:	None.

Use Case ID:	15		
Use Case Name:	View Sports Betting Lines		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to view what the betting lines are for events that are taking place within the application. This will give a user valuable information on deciding what to bet on within the application.		

Trigger:	User wants to check out the betting lines for certain events.
Preconditions:	1. There must be events with betting lines available to view.
Postconditions:	1. Users will have an idea of what the lines are for certain events before placing a bet.
Normal Flow:	**15.0 - Viewing Betting Lines** 1. From the home screen, the user will select "Sportsbook". 2. WagerMe will then display the "Sportsbook" tab and all the information inside of it. 3. The user can now view events that are taking place and their lines.
Alternative Flows:	**15.1 - Viewing Featured Betting Lines** 1. On the home screen, the user will select "Featured Betting Lines". 2. WagerMe will then display "Featured Betting Lines", lines that are from popular or promoted events.
Exceptions:	**15.0.E.1 - No Betting Lines are Available** (branch from step 2) 1. If there are currently no events going on, WagerMe will display the message "Sorry, no events at this time". 2. The user will press "Okay" on the message. 3. The user will be redirected to the home screen.
Includes:	None
Priority:	Medium
Frequency of Use:	Whenever a user wants to place a bet on an event that is supported by WagerMe, they will most likely visit the Sportsbook section to find out the lines that belong to each event. It is approximated that a user will visit the Sportsbook 1-3 times every time they open the application.
Business Rules:	N/a
Special Requirements:	Lines from events will have to be pulled from a third party site that automatically updates them.
Assumptions:	1. The user has a need to view betting lines 2. There are events which have betting lines to view.
Notes and Issues:	None.

Use Case ID:	16
Use Case Name:	Delete Betting Event

Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to delete a betting event that they are currently in. Both parties will have to agree to end the betting event.		
Trigger:	User wants to delete a betting event.		
Preconditions:	1. The user must have an active betting event occurring. 2. The opponent must agree to the cancellation of the betting event.		
Postconditions:	1. The betting event will be canceled and no change in WagerPoints will occur for each party.		
Normal Flow:	**16.0 – Deleting a Betting Event** 1. From the home screen, the user will select "Current Bets". 2. WagerMe will display the "Current Bets" tab and will display all the bets the user is currently in. 3. The user will select the bet that they want to delete. 4. WagerMe will open the bet and all of the information that is included within the bet, including a "Delete Bet" option. 5. The user will select the "Delete Bet" option. 6. WagerMe will display a message saying "Are you sure you want to delete your bet?" 7. The user will press "Okay". 8. WagerMe will then display a message saying "Opponent verification is pending" 9. WagerMe then displays a message to the opponent saying "<username> wants to delete the <betName> bet. Are you willing to accept?" 10. The opponent then selects "Yes". 11. WagerMe then deletes the bet.		
Alternative Flows:	None		
Exceptions:	**16.0.E.1 - Opponent Declines Deletion of Bet** (branch from step 9) 1. Opponent selects "No". 2. WagerMe then sends a message to the user saying "<username> has refused the cancellation of <betName>". 3. The user presses "Okay". 4. The bet plays out.		
Includes:	None		
Priority:	Medium		

Frequency of Use:	It is expected that the user will complete each bet that they are in. Due to this, a user will use the "Delete Bet" option sparingly. It is approximated that a user will use this function 1-2 times per month, depending on how many bets they are in.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. There is a bet going on between two parties 2. The user wants to delete a bet. 3. The opponent is willing to cancel the bet.
Notes and Issues:	None.

Use Case ID:	17		
Use Case Name:	Confirm Betting Event		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	25 October 2016
Actors:	User/Bettor		
Description:	This option will give the user the ability to confirm an invitation from a friend or opponent for a bet		
Trigger:	User wants to confirm a bet that they have been invited to.		
Preconditions:	1. The user has been invited to a bet by a friend/opponent.		
Postconditions:	1. The user will have a confirmed betting event, meaning that the event will take place.		
Normal Flow:	**17.0 – Confirming Betting Event** 1. From the home screen, the user will select "Pending Bets" 2. WagerMe will display the "Pending Bets" tab and all of its information. 3. The user will then select a bet that has been quede for them to confirm. 4. WagerMe will pull up all of the selected bet's information, including the "Confirm Bet" or "Discard Bet" options.		

	5. The user will press "Confirm Bet". 6. The bet will be initiated and WagerMe will move the bet from "Pending Bets" to "Current Bets"
Alternative Flows:	**17.1 - Confirming Betting Event via Notification** 1. A notification will appear on the user's screen inviting them to a bet. 2. The user will click on the notification. 3. Resume from step 2.
Exceptions:	**17.0.E.1 - User Declines Betting Invitation** (branch from step 4) 1. The user will press "Discard Bet". 2. WagerMe will then send a message to the opponent saying (<username> has declined your <betName> bet". 3. WagerMe will then delete the bet.
Includes:	Place Bet
Priority:	High
Frequency of Use:	It is estimated that a user will confirm a bet nearly every time they are in the application. Approximately 1 time every day depending on how much the user uses the application.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. The user has been invited to a bet.
Notes and Issues:	None.

Use Case ID:	18		
Use Case Name:	Input Third Party Prizes		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	26 October 2016
Actors:	System Administrator		
Description:	This option will give the system administrator the ability to add prizes from third parties to the Marketplace.		

Trigger:	System administrator wants to add prizes to the Marketplace
Preconditions:	1. The vendors must provide prizes to WagerMe for use.
Postconditions:	1. New prizes will be updated within the WagerMe Marketplace for users to view and redeem.
Normal Flow:	**18.0 - Input Third Party Prizes** 1. System administrator gets confirmation from a third party vendor that they want their prizes to appear on the Marketplace and that they are valid. 2. System administrator goes in and edits the Marketplace to show the new prize from the given vendor. 3. The changes are saved and the Marketplace is updated. 4. System administrator notifies the third party that their prize is live on the Marketplace.
Alternative Flows:	None
Exceptions:	None
Includes:	Provide content for application.
Priority:	High
Frequency of Use:	Content within the marketplace will be changed quite frequently due to the fact that certain prizes will run out and offers will only be valid for a short period of time. This will be done at a high frequency.
Business Rules:	N/a
Special Requirements:	The third party provides all content for the prize or offer that they want placed on the Marketplace. This includes the prize/offer itself, graphical content, etc.
Assumptions:	1. The third party vendor wants to put content on the Marketplace.
Notes and Issues:	None.

Use Case ID:	19		
Use Case Name:	Import Sportbetting Lines		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	26 October 2016
Actors:	System Administrator		

Description:	This option will give the system administrator the ability to implement sportbetting lines for the Sportsbook tab. This will allow for users to view the current lines for events so they can have as much information as possible when placing a bet.
Trigger:	System administrator wants to implement sportbetting lines.
Preconditions:	1. There must be a website that has sports lines that are automatically updated.
Postconditions:	1. WagerMe's Sportsbook tab will have current and accurate sports betting lines
Normal Flow:	**19.0 - Importing Sports Betting Lines** 1. The system administrator must find a website that provides accurate and current sports lines that update automatically. 2. Once a website is chosen, the system administrator must code a way to pull the data from the chosen website and display it on WagerMe in the Sportsbook tab. 3. The system administrator checks to make sure all lines are accurately displayed on the Sportsbook tab. 4. System administrator implements the feature.
Alternative Flows:	None
Exceptions:	None
Includes:	View sports betting lines.
Priority:	High
Frequency of Use:	Since the administrator will only need to pull this information once, the frequency of this case is very low.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. There are websites with current and accurate betting lines. 2. Code exists to pull data from sport line websites
Notes and Issues:	None.

Use Case ID:	20
Use Case	Fill Ad Slots

Name:			
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	26 October 2016
Actors:	System Administrator		
Description:	This option will give the system administrator the ability to fill in advertising slots on the home screen/other tabs of WagerMe. This is different then the Partners tab, as those companies work directly with WagerMe and the ad slots are handled by Google's Adsense. This will allow for various companies to show their product on WagerMe as well as bring in ad revenue.		
Trigger:	System administrator wants to implement ad services to WagerMe.		
Preconditions:	1. There must be availability to get Google's Adsense		
Postconditions:	1. WagerMe will provide a place for companies to advertise as well as bring in revenue from ad placement.		
Normal Flow:	**20.0 - Filling Ad Slots** 1. The system administrator must visit Google's Adsense website and learn how to implement the service 2. Once the administrator signs WagerMe up for Adsense, they must implement it to WagerMe's code. 3. The administrator tests Adsense to make sure it is working on WagerMe. 4. After verifying, the administrator updates WagerMe and goes live with Adsense.		
Alternative Flows:	None		
Exceptions:	None		
Includes:	None		
Priority:	Medium		
Frequency of Use:	Since the administrator will only need to sign up for Adsense once, this function will have a low use frequency.		
Business Rules:	N/a		
Special Requirements:	Adsense is a product of Google and will have to be obtained through their services.		
Assumptions:	1. Adsense will be available for WagerMe to obtain.		

Notes and Issues:	None.

Use Case ID:	21	
Use Case Name:	Request Data Analytics from the Application	
Created By:	Team 10	**Last Updated By:** Team 10
Date Created:	25 October 2016	**Date Last Updated:** 26 October 2016
Actors:	Third Party Vendor	
Description:	This option will give the third party vendor the ability to view analytics on how their products are doing on WagerMe	
Trigger:	Third party vendor wanting to view analytical data from their product.	
Preconditions:	1. There must be a product from a third party vendor for them to receive analytics for.	
Postconditions:	1. The third party vendor will have data that shows how many interactions their product has on WagerMe	
Normal Flow:	**21.0 - Receiving Data Analytics from WagerMe** 1. The system administrator will program a separate application for third party vendors to track data analytics on their product. 2. Third party vendors will have access to this application to track analytics of their products in real time.	
Alternative Flows:	None	
Exceptions:	None	
Includes:	None	
Priority:	High	
Frequency of Use:	Since the third party vendor will want to know how their partnership with WagerMe is going on a regular basis, this function will be used very frequently	
Business Rules:	N/a	
Special	None	

Requirements:	
Assumptions:	1. The third party vendor has a product on WagerMe that can be analysed
Notes and Issues:	None.

Use Case ID:	22		
Use Case Name:	Provide Content for Application		
Created By:	Team 10	Last Updated By:	Team 10
Date Created:	25 October 2016	Date Last Updated:	26 October 2016
Actors:	Third Party Vendor		
Description:	This option will give the third party vendor the ability to provide WagerMe content for the Marketplace function. This will allow for the third party to potentially gain customer traffic at their place of business.		
Trigger:	Third party wants to provide prizes, offers or content on WagerMe		
Preconditions:	1. The third party vendor must have prizes, offers or content to provide to WagerMe.		
Postconditions:	1. The third party vendor will have their content shown on WagerMe in the Marketplace.		
Normal Flow:	**22.0 - Providing Content for WagerMe** 1. The third party vendor must choose whether they want to display advertisements, offers or prizes on WagerMe. 2. The third party vendor then must talk to the system administrator of WagerMe about what they want to be shown on the application. 3. An agreement is made and a contract is signed so that the third party vendor and WagerMe fulfill the terms that they reached. 4. The third party provides WagerMe with a graphic that they can use to show on Marketplace to advertise the advertisement, offer or prize. 5. The system administrator codes all of the information provided from the third party vendor. 6. The new content is tested. 7. After it is verified to work, the content goes live on WagerMe.		

Alternative Flows:	None
Exceptions:	None
Includes:	View Prizes
Priority:	High
Frequency of Use:	This function will be used every time a third party vendor wants to provide content to WagerMe so this will be used quite frequently.
Business Rules:	N/a
Special Requirements:	None
Assumptions:	1. A third party vendor has content to provide WagerMe 2. WagerMe offers to put content on their application.
Notes and Issues:	None.

END