Use Case Uc1: Sign-up an account

Primary Actor	User
Preconditions	None
Success Guarantee(Postconditions)	If use case is successful, actor's password, user-Id, and email address are saved and user will become a fan.
Main Success Scenario(Basic flow)	1. System requests actor to fulfilled password, user-id, and email address. 2. Actor enter his/her password, user-id, and e-mail. 3. System check whether the user-id or email address already existed or not. If they existed, system displays an error and actor can either turn back to step-2 or cancel this use-case. 4. System send confirmation email to Actor. 5. Actor confirms e-mail. 4. Actor's password, user-id, and email address are saved(user-id, e-mail don't exist before). 5. System presents an success message.

Extensions(Alternative flows)	a. Actor doesn't fill in all information(password, user-id, email address):
	  1. System displays an error message.
	  2. Actor can either continue to fill in the blank parts or cancel this use-case.

Use Case Uc2:Login

Reference:https://www.cs.utexas.edu/~mitra/csSummer2012/cs312/lectures/login.html

Primary Actor	Fan, Teams, IFA, Referees, Coaches, Players, and Social network manager.
Preconditions	Each actor already has its own account
Success Guarantee(Postconditions)	If use case is successful, actor is logged into system. If not, system state is unchanged.
Main Success Scenario(Basic flow)	1. System requests actor to type in his/her name and password. 2. Actor types in his/her name and password. 3. System validates the entered name and password, and logs the actor into system. 4. System displays different system interface based on actor's identity.

Extensions(Alternative flows)	a. Actor enter Invalid name / Password
	  1. Actor enters an invalid name and/or password,
	  2. System displays an error message.
	  3. actor can choose to either return to login page or cancel login use case.
	b. Actor wants to recover account:
	  1. Actor types in email address or user-id.
	  2. System sends email to email address.
	  3. Actor types in new password.
	  4. new password is saved.

Use Case Uc3: Process policy/rule.

Primary Actor	IFA
Preconditions	IFA's identity is verified.
Success Guarantee(Postconditions)	Policy/ rule is saved.

Main Success Scenario(Basic flow)	1. IFA activates action as follows:
	a. to create policy/rule:
	  1. IFA types in policy/rule into system and specifies which categories.
	  2. System saves that policy/rule to right categories.
	b. to update/delete policy/rule :
	  1. IFA find the policy that needs to be updated/deleted.
	  2. System updates/deletes old policy with what IFA has typed in.

Extensions(Alternative flows)	a. IFA wants to overwrite/delete policy related to scheduling:
	a-1. A person in IFA sends overwriting/delete request and reason.
	a-2. If System detected the new season has been started, System shows an error and leave this flow. In contrast, move to step a-3.
	a-3. The request will be verified by the other representative in IFA.
	a-4. policy of scheduling is overwritten/deleted (if approved).

Use Case UC4 : Audit Budget

Primary Actor	IFA, Team
Preconditions	IFA's identity is verified. Budget rules about new season already in system.
Success Guarantee(Postconditions)	IFA are able to see whether budget rules are followed or not. Team's budget reports are saved. Team will receive result of auditing.
Main Success Scenario(Basic flow)	1. Team types in each transaction , each income and each outcome into report.
	2. System checks whether report is written in correct format(should include all transactions, incomes, outcomes). If no, system shows an error and leaves use case. In contrast, move to step 3.
	3. System queries teams' own systems. If report's content is not consistent with team's own systems, system notifies IFA and . In contrast, report is saved.
	4. IFA request to audit report.
	5. System checks whether the team's violates budget rules or not. If team's report violates rules, system shows IFA and team which rules are violated. In contrast, System lets them know report is no violation.
	6. IFA notifies team about penalties (if team violates step-3 or step-4)

Use Case UC5: Process game schedule

Primary Actor	IFA , Referees
Preconditions	Policies of scheduling should have been stored in system. System already has Referees' schedule in next season.
Success Guarantee(Postconditions)	Game schedule is generated and saved in the system. Schedule will be sent to stakeholders.
Main Success Scenario(Basic flow)	1.IFA requests Referees to insert their schedule.
	1. IFA activates scheduling.
	2. System first generates games' schedule based on scheduling policies.
	3. System generates final schedule by combining games' schedule with referees' schedule.
	4. System saves schedule.
	5. System sends final schedule to stakeholders.
Extensions(Alternative flows)	**a. IFA wants to change schedule:**
	a-1. Changes the whole schedule:
	1. System check if new season is already started or not. If season is started, send an error message and leave this use case. In contrast, follow step-1 to step-5 in basic flow.
	a-2. IFA wants to change/cancel some dates.
	1. System check if there is already a schedule about next season. If schedule is not in system, system sends an error message and leave this use case. In contrast, system updates the dates on schedule.
	2. System sends notification about what date has been updated to stakeholders.

Use Case UC6: Support Fans

Primary Actor	Fan, Manager of social media
Preconditions	None
Success Guarantee(Postconditions)	Fan receive notification they are interested in.

Main Success Scenario(Basic flow)	1. Fan queries information, like social network pages and game's statistics, in system. 2. Fan follows information he/she interested in. 3. If there is new information that fan has followed, system sends that information to the fan. 4. Fan receives the notification.
Extension(Alternative flows)	a. Fan adds comments, photos and articles (low priority): 1. Fan adds comments, photos and articles on team's, coaches' and players' social network pages. 2. Comments, photos and articles are saved. 3. Comments, photos and articles are presented in social network pages. 4. Manager can reply the fan.
Special requirement	-Text displayed in system should be adjusted based on which country fan are staying. -Layout on the system interface should be adjusted on different digital devices. -The server should afford at least 50,000 people to access at any time around the world. -The system should response fast.
Open Question	What response speed should be called fast?

Use Case UC7: Manage team's resource

Primary Actor	IFA , Teams.
Preconditions	IFA's identity is verified.
Success Guarantee(Postconditions)	Team, players, and coaches have their own social networking pages. Team can manage their own resource.
Main Success Scenario(Basic flow)	1.Team apply registration to IFA. 2.If the registration is not approved by IFA, system leaves this use case. In contrast, system notifies other stakeholders and move to step-3. 3.Team can manage the stadiums, players, coaches, budget, transaction and social network page. 4.Team creates social network pages for its players, coaches.

Use Case UC8: Manage social media

Primary Actor	Manager of social media
Preconditions	Manager logins its account.
Success Guarantee(Postconditions)	New information will be shown on pages.
Main Success Scenario(Basic flow)	**1.** Manager adds/updates/deletes articles, photos . **2.** Contents are saved. **3.** System send notification to related stakeholders except for delete action.

Use Case UC9 : Communicate within stakeholders

Primary Actor	IFA, Team, Referee.
Preconditions	Identities of IFA, Team and Referee are verified.
Success Guarantee(Postconditions)	Information will be sent to other stakeholder.
Main Success Scenario(Basic flow)	1. Actor chooses which stakeholders needs to receive information(can choose multiple stakeholder.) 2. Actor inputs information. 3. Stakeholders receive information.

Use Case UC10 : Report game's event

Primary Actor	Referee
Preconditions	Referee's identity is verified.
Success Guarantee(Postconditions)	Final report is saved. Real-time notification about game is sent to related stakeholders.

Main Success Scenario(Basic flow)	1. Referee uses mobile phone to record an event right after that event happened during a game . 2. Event is saved. 3. System sends notification to stakeholders who has followed the game. 4. Once the game is over, Referee requests system to aggregate all events into final report. 5. Final report is saved.

Extension(Alternative flows)	a. Referee wants to update/delete event information
	   a-1.Referee chooses which event he/she wants to update/delete.
	   a-2.Event is updated/deleted.
	   a-3.System sends notification to stakeholders who has followed the game.

Special Requirement	- Layout on the system interface should be adjusted on different digital devices. - We need a buffer place where we can store the information sent by referees when system failing during the game . - Only text message on notification. -The system should response fast
Open Question	What response speed should be called fast?