

Use Case Model

Project

UARobotFight

Team

UARobotFight

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Revisions

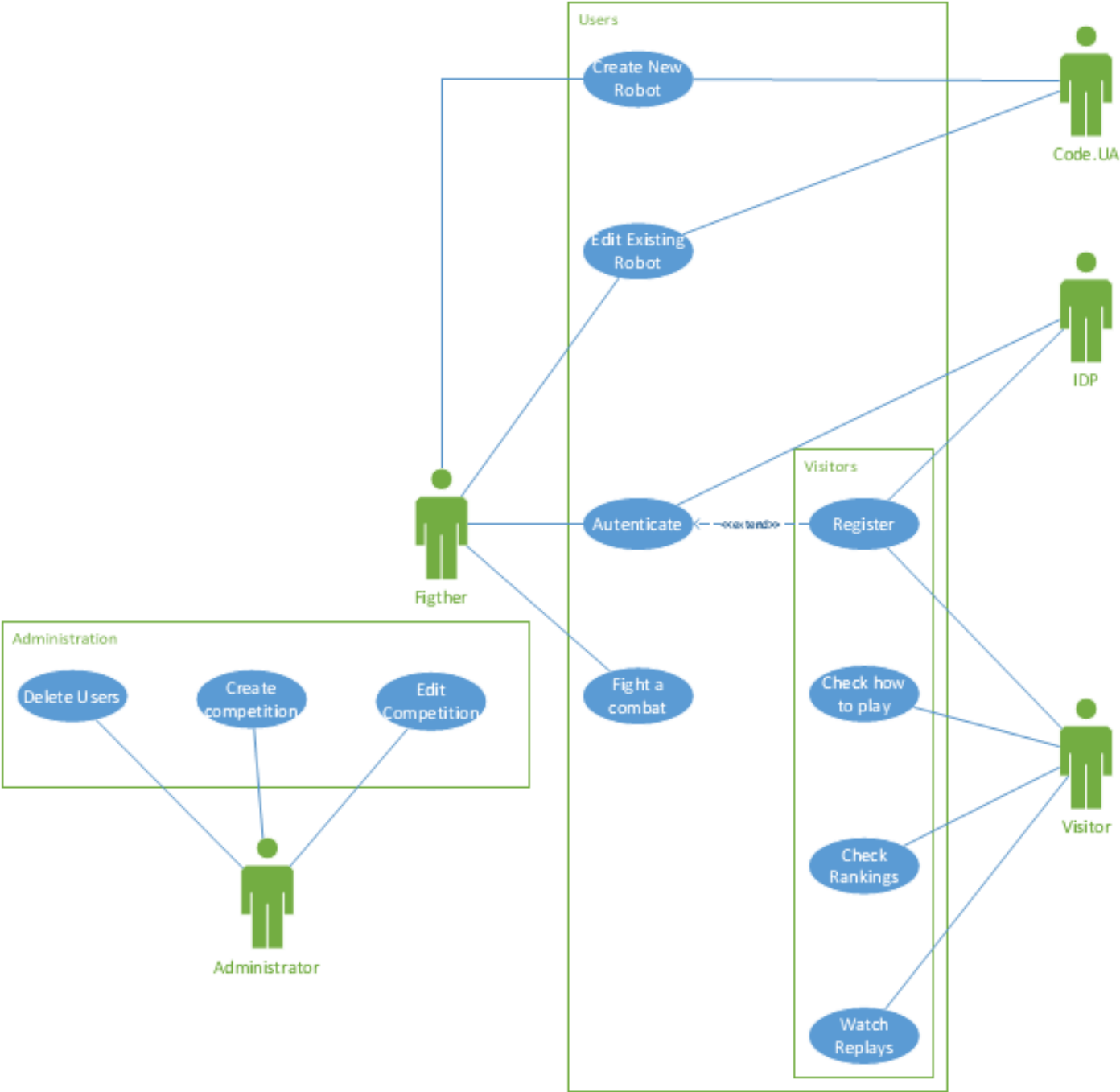
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Use case diagram



Packages

Visitors

Area accessible to all the system users.

Users

Area accessible to registered users only.

Users

Area accessible to registered administrators of the system only. Back-office.

Actors

Visitor

A user that visits the site but it's not logged in.

Fighter

A registered and logged in user.

Administrator

In charge of giving support and managing the system.

IDP

System used to logging-in using the Universal User credentials.

Code.UA

System used store the code from the robots.

Use cases

A-UC1 Create competition

This use case describes the process of creating a new competition by the administrators

A-UC2 Edit competition

This use case describes the process of editing an existing competition

A-UC3 Delete Users

This use case describes the process of deleting one or more users by the administrators

U-UC1 Create New Robot

This use case describes the process of creating a new robot by a registered user

U-UC2 Edit existing Robot

This use case describes the process of editing an existing robot by a registered user

U-UC3 Authenticate

This use case describes the process of authenticating on the system using the UA IDP

U-UC4 Fight a combat

This use case describes the process of participating on a combat using an existing robot

V-UC1 Register

This use case describes the process registering using the UA IDP service

V-UC2 Check how to play

This use case describes how a visitor can learn the basics of using the system

V-UC3 Check Rankings

This use case describes how a visitor can check the leaderboards for top scores

V-UC4 Watch Replays

This use case describes how a visitor can watch replays of previous fights