

<b>Use Case</b>	<b>Open Sport</b>
<b>Description</b>	Coach can open application by opening executable or saved file.
<b>Actors</b>	User (Coach)
<b>Assumptions</b>	
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. User coach runs executable</li> <li>2. User follows wizard to create field</li> </ol> Or <ol style="list-style-type: none"> <li>1. User runs saved file, program loads in saved data</li> </ol>
<b>Variations</b>	
<b>Non-Functional</b>	
<b>Issues</b>	
<b>Exceptions</b>	

<b>Use Case</b>	<b>Field Selection</b>
<b>Description</b>	User loads existing predefined field template
<b>Actors</b>	Coach
<b>Assumptions</b>	Havn't loaded from a saved file
<b>Steps</b>	1. User selects load field from menu, selects type
<b>Variations</b>	
<b>Non-Functional</b>	
<b>Issues</b>	
<b>Exceptions</b>	

<b>Use Case</b>	<b>Edit Player</b>
<b>Description</b>	Coach can edit or delete player information on existing players
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach selects player</li> <li>2. Edits player or deletes</li> </ol>
<b>Use Case</b>	<b>Load Player List</b>
<b>Description</b>	User can edit existing player list or create new player

<b>Use Case</b>	<b>Edit Player List</b>
<b>Description</b>	Coach can edit/name team/player list.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach opens player list edit screen.</li> <li>2. Coach edits player list.</li> </ol> <p>NB: Name player list (team). Delete available</p>

<b>Use Case</b>	<b>Add players to field</b>
<b>Description</b>	Coach can setup fields with players from player list.
<b>Assumption</b>	GUI is setup with field and player list already.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach selects player from player list</li> </ol>

<b>Use Case</b>	<b>Create animation/play</b>
<b>Description</b>	Coach edits player behaviour on field.
<b>Assumption</b>	Players needed already placed on field area
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach selects player icon</li> <li>2. Coach selects required behaviour from list of behaviours available.</li> <li>3. Coach selects time intervals for certain aspects of current animation.</li> </ol>

<b>Use Case</b>	<b>Save All</b>
<b>Description</b>	Coach saves current scenario, which includes player list, play and player placement on field.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach clicks on save all.</li> </ol>

<b>Use Case</b>	<b>Load All</b>
<b>Description</b>	Coach load current scenario, which includes player list, play and player placement on field.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Coach clicks on load all.</li> </ol>

<b>Use Case</b>	<b>Digital Zoom</b>
<b>Description</b>	Zoom areas of field to allow for coach to place at certain areas.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. Click on zoom to zoom in on a specific area of field.</li> <li>2. Option to pan or zoom out of area.</li> </ol>

<b>Use Case</b>	<b>Optional Paths For Player</b>
<b>Description</b>	Coach can visually give an optional path for a player icon in a play.
<b>Steps</b>	<ol style="list-style-type: none"> <li>1. At fork point coach creates first path.</li> <li>2. Coach enters second path from fork point</li> <li>3. Conditional statement assessed for chosen path.</li> </ol>

Use Case: Create a player.

Description: Coaches can create either a blank player and add information, or use one of the template players.

Actors: Coach

Assumptions: Application is open.

Steps:

1. Coach Clicks on the Create Player button.
2. A window pops up with templates and Coach chooses blank player.
3. Coach fills in players name (only thing in blank player) and optionally creates other fields related to the player, for example, the players position in the team.

OR

2. A window pops up with templates and the Coach chooses a non-blank template.
3. Coach fills in the required fields for the specific template (templates will relate to different sports) and optionally creates other fields related to the player.