

Use Case Diagram – Score Counting System for a Bowling Center

A bowling center wants to replace its old software system that is responsible for keeping track of player scores and game states with a new, extensible system.

Customers first go to the front desk, where an employee tells the system to **unlock a bowling lane**. In front of each lane is a keyboard-like interface that allows customers (players) to interact with the system. Before starting a game, players can **enter their names**.

After each shot, the pinsetter machine **reports the amount of fallen pins** to the system. Sometimes, the pins are not counted correctly, and therefore the score is wrong. The players can then **correct the result** via the interface. If there is a bigger problem with the machine, the players can also tell the system to **call in an employee**.

The system provides some options for employees only, accessible via the client tool. For example, employees can use the system to **delete a result** or to **reset the pinsetter machine**. When the customers leave, the employee tells the system to **lock and shut down the lane**.