**Use Case Name**: Move

**Scope**: System Use Case

**Level**: Sub function

**Main participants**: User

**Stakeholders and users whose concerns:** User not yet registered: successfully registered account

**Prerequisites**: Player presses the moving button.

**Post-condition**: The role finished moving.

**Mainstream**:

1. Players click the direction button in the game.

2. System receives the user's request.

3. System identifies the direction for moving and judge whether this move is legal.

4. System gives the permission for moving.

5. System sends the updated data for moving.

**Expansion process**

The move is identified to be illegal (moving against obstacles or moving outside the map).

1. In step 1, player pick the illegal direction for movement;

In step 3, the system finds out that multiple players are seeking request to move into the same block.

**Special Needs**: None.

**Frequency:** It may happen at any time in a game, the precise frequency depends on the frequency of game server and network status.

**Use Case Name**: Login

**Scope**: System Use Case

**Level**: Sub-function

**Main participants**: User

**Stakeholders and users whose concerns:** User who had registered: login for playing the game.

**Prerequisites**: Users enter the login interface.

**Post-condition**: the log of the user is successful.

**Mainstream**:

1. The user clicks the login button on the page.

2. The system receives the user's request, jumps to the login page, and displays the login form for filling in.

3. The user fills in the user name and login password of the login form, and then clicks the "login" button.

4. Systematic identification of the validity of form information.

5. The system prompts for successful login and jumps to the game selection page.

**Expansion process**

The login form information is invalid:

(1) In step 3, the username and password filled in by the user are illegal.

(2) In step 3, the username entered by the user does not exist. The system prompts the user that the username does not exist. Please ask the user check the changes and resubmit them.

(3) In step 3, the login password of the user is incorrect. User name or login prompted by the system.The password is incorrect. Please check the changes and resubmit them

**Special Needs**: None.

**Frequency:** It may happen at any time and with high frequency.

**Use Case Name**: CreateRoom

**Scope**: System Use Case

**Level**: User Goal

**Main participants**: User

**Stakeholders and users whose concerns:** User who has logged in and is preparing to set up a game: successfully set up a game ,in another word ,successfully create a gameroom.

**Prerequisites**: Users enter the game boundary interface.

**Post-condition**: The game room has been set up successfully.

**Mainstream**:

1. users click the "CreateRoom" button on the boundary interface.

2.The system receives the user's request, jumps to the CreateRoom page and displays required choices for users，such how many people the room contain.

3. Users complete the required choices and press "Confirm CreateRoom" button after that.

4. Systematic identification of the validity .

5. The system prompts for successful CreateRoom and jumps to the room interface.

**Expansion process**

CreateRoom choices is illegal

(1) In step 3, the fundamental information set by the user is illegal. The system prompts the user to the number of the users the room can contain is beyond the limit and asks the user to modify a legitimate password and submit it it again.

**Special Needs**: None.

**Frequency:** It may happen at any time. It is unavoidable to create a Room when a game begins.