**Use Case Name**: Register

**Scope**: System Use Case

**Level**: User Goal

**Main participants**: User

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

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

**Postcondition**: User registration is successful.

**Mainstream**:

1. users click the "Register" button on the page.

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

3. Users fill in the registration form's user name, login password, confirmation login password, mobile phone number, e-mail, and click the "Confirm Registration" button after filling in.

4. Systematic identification of the validity of form information.

5. The system prompts for successful registration and jumps to the login interface.

**Expansion process**

Registration form information is invalid

(1) In step 3, the login password filled in by the user is illegal. The system prompts the user to fill in the login password too short, too long or too simple, and asks the user to modify a legitimate password and submit it it again.

(2) In the third step, the user fills in the confirmation password and the login password are inconsistent.

(3) In step 3, the user name filled out by the user has been registered.

(a). The system prompts the user that the username has been registered, and requests the user to revise it, submit it it again and try again.

(b)The system prompts users to fill in inconsistent login passwords twice. Please check the changes and submit them again.

(4) In step 3, the number of the mobile phone that the user filled in has been registered. The system prompts the user that the mobile phone number has been registered. Please check the modification and submit it again.

(5) In step 3, the user's e-mail has been registered. The system prompts the user that the e-mail has been registered, and asks the user to check the modification and resubmit it.

**Special Needs**: None.

**Frequency:** It may happen at any time, but in general, a user will only register once, so the rate will not be too high.

**Use Case Name**: Login

**Scope**: System Use Case

**Level**: Subfunctionl

**Main participants**: User

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

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

**Postcondition**: 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.

**Postcondition**: 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.