Use Case Model

Chess Rating System

Actors: User, Admin

Use cases:
- Login
- Register
- Create user
- Change password
- View personal info
- Change Rating of a user
- Change email
- Log out
- Remove a user
- Play a game
- View user profile
- Accept/Refuse Request to play

Relationships:
- Extends (between Admin and User)
- Use (View personal info → Login)
- Use (Change email → Login)
- Use (Log out → Login)
- Use (Change password → Login)

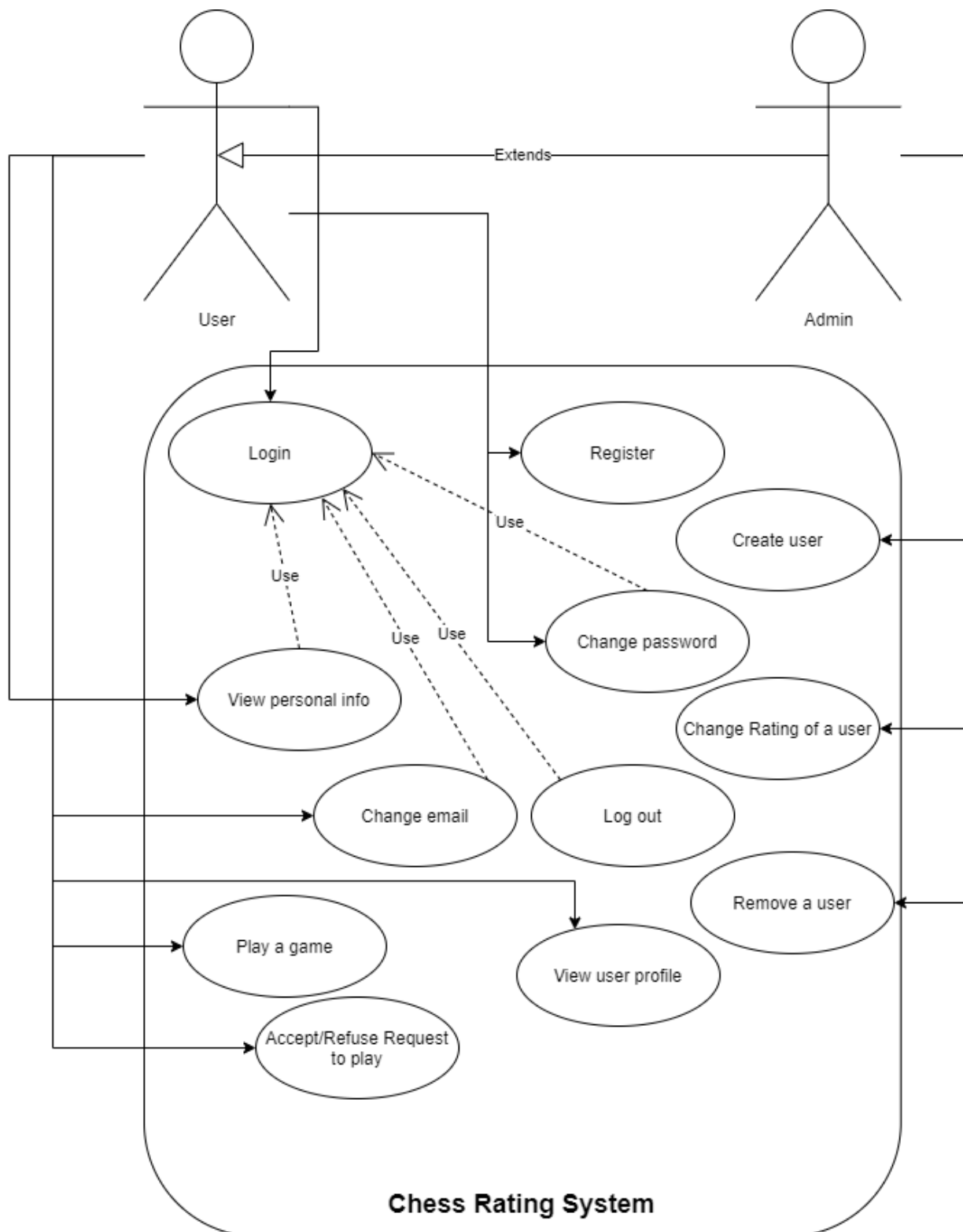## Description of important use cases

- Play a game: the end user must be logged in for this action. A player challenges another player / or it is chosen randomly for playing a game. The challenged player then has the option to play or refuse the game. Then the system automatically decides who is the winner based on a probability proportional with the users rating.
- View personal info: the end user must be logged in for this action. A user can see his profile info or another user profile. The personal information is composed of the first name, last name, email, etc. Also, the users have the option to change some fields (password, email).
- Remove a user: An admin has the capability to remove a user if they have assumptions that they are playing unfair (used a chess engine).