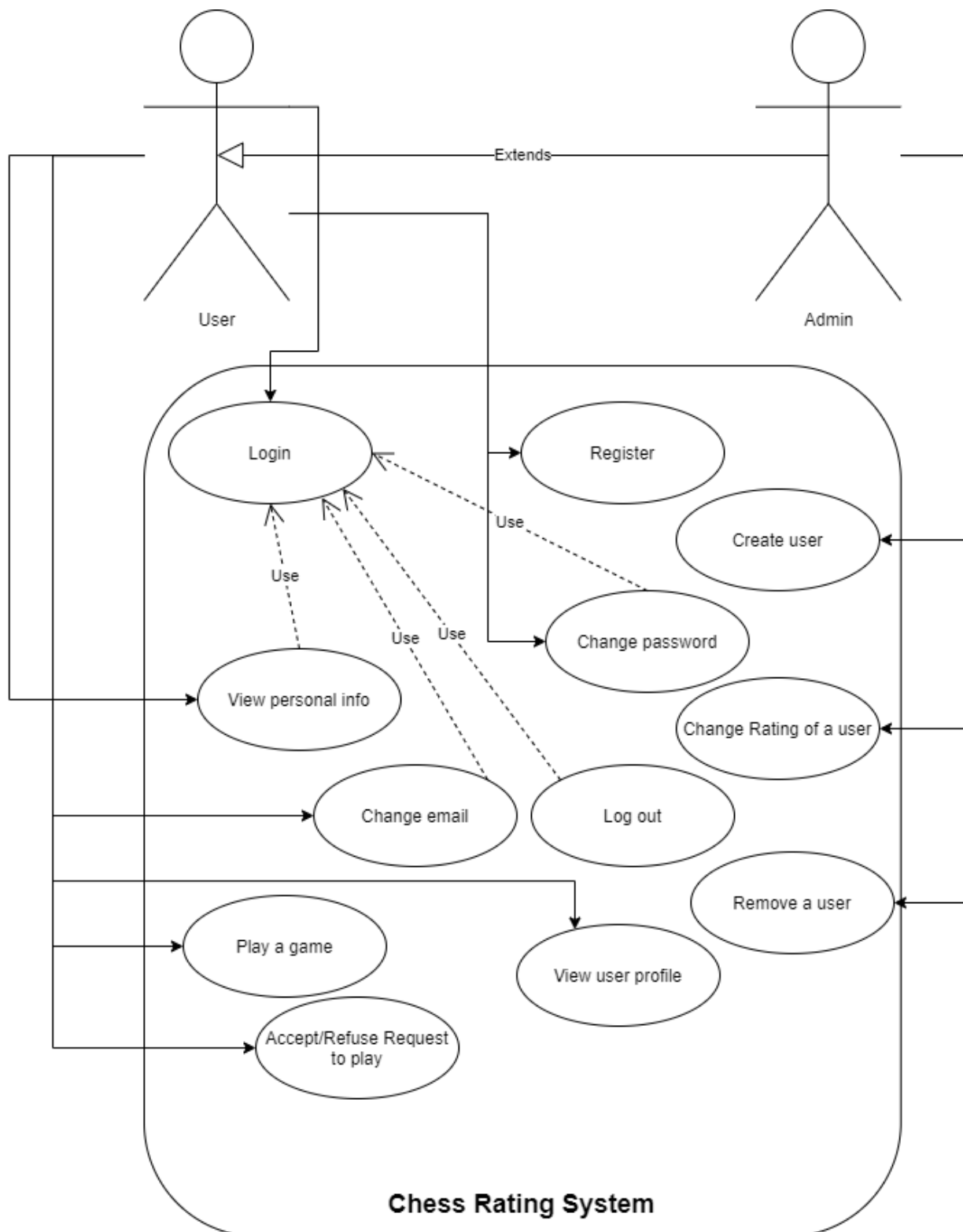


Use Case Model



Description of important use cases

Use Case: Play a chess game

Primary Actor: User

Preconditions: The user must be logged in

Main success scenario:

1. The user presses the button with the label “Play a game”;
2. The system search for any available player with a rating close to the user;
3. The system starts the game and predict a possible outcome based on some parameters;
4. The system shows the results and update the users ratings based on those results;
5. The user has the possibility to close the outcome window and play another game.

Use Case: View Personal Info

Primary Actor: User, Admin

Preconditions: The user must be logged in

Main success scenario:

1. The user/admin presses the button with the label “View Profile”;
2. The system reads from the database the information and retrieves it to the client;
3. The system shows the information and gives the client the possibility to change some fields through some specific buttons;

Use Case: Remove a User

Primary Actor: Admin

Preconditions: The admin must be logged in

Mai success scenario:

1. The admin reviews a user games and profile;
2. The user profile looks suspicious;
3. The admin presses the button with label "Delete User";
4. The system performs a database operation and deletes the specified user;