Use case: “Start Game”

Initiating actor: Player

Pre-conditions: Player is logged in

Primary Scenario:

1. Player selects the “Start Game” option from the UI
2. Player selects to play against another player or against the AI
3. If Player selected to play against another player, they are entered into a lobby. If they have selected to play against the AI, they are taken to a difficulty options screen for the AI.
4. (opt). If the Player has selected to play against the AI, they have to select an option for the AI in terms of difficulty.

Exceptions:

1. The Player’s login cookie has expired during the process and they are no longer a verified user.
   * *The user will be then redirected to the login page.*

2. The Player no longer wishes to start a game or wants to reset their decisions. Upon clicking “Return to Main Menu” the following message is displayed:

* + *Are you sure you want to leave? Yes No*

3. The Player somehow loses connection to the webpage.

* *The game will not count as a loss or a win.*

Post-conditions: The Player is entered into a matchmaking lobby if they have chosen to play against another player, or if they have chosen to play against the AI the game starts with the specified settings.

Benefiting Actor: Player

Use case: “Find Opponent”

Initiating actor: Player

Pre-conditions: Player is logged in and has selected to start a game against another Player

Primary Scenario:

1. Player is entered into the lobby
2. Player is given a choice select the opponent
3. Both players agree to start the match, the player who starts the game will be the white pieces.

Exceptions:

1. The Player’s login cookie has expired during the process and they are no longer a verified user.
   * *The user will be then redirected to the login page.*

2. The Player no longer wishes to start a game or wants to reset their decisions. Upon clicking “Return to Main Menu” the following message is displayed:

* + *Are you sure you want to leave? Yes No*

3. The Player somehow loses connection to the webpage.

* *The game will not count as a loss or a win.*

4. The Player being matched with refuses the invite for whatever reason:

* *Both players return to the lobby.*

Post-conditions: Player is in a game against their matched opponent

Benefiting Actor: Player

Use case: “Forfeit”

Initiating actor: Player

Pre-conditions: Player is logged in and currently in a game

Primary Scenario:

1. A Player or the AI wins the game
2. The winner is displayed, if any, and the appropriate win and games played statistics are updated
3. The Player is prompted to request a rematch against the Player or AI, go back to the lobby if playing player versus player, or quit

Exceptions:

1. Player willingly leaves a match partway. System ends game and presents a message to remaining Player:
   * *Your opponent has forfeited!*
   * *You win by default*  *Return to lobby*

The Player who is leaving is presented the following message on exit:

* + *Forfeit?*
  + *This match will be recorded as a loss Yes.*

3. A fatal connectivity error occurs during the match. System displays following message:

* *A network error has occurred. The match will be ended without a winner.*
* *Would you like to: Quit? Return to lobby?*

4. Player wants to request a match but the other Player decline them:

* *Both players return to the lobby.*

Post-conditions: Player is no longer in a game

Benefiting Actor: Player