USE CASE UC2: LOG IN	
SCOPE	MUSHROOM++
LEVEL	User Goal
PRIMARY ACTOR	User
STAKEHOLDER AND INTERESTS	User wants to log in to the system
PRECONDITIONS	A working account is already set up for the user
SUCCESS GUARANTEE	User is logged in and can use all functions of the application.
MAIN SUCCESS SCENARIO	1. User opens the application and selects "Log in" 2. User enters his/her username and password on the login form 3. The system validates username and password and logs the user into the system. The user can now access his personal page.

EXCEPTION SEQUENCE	2a) User enters incorrect username or password
	  1. System notifies the user that username/password is not correct
	  2.The user will be prompted to check the username and password and try again.

EXTENSIONS (OR ALTERNATIVE FLOWS)	3a) User wants to change his password/email *(Manage Account)*
	  1. User enters new password/ email
	  2. System validates the new data
	  3. System updates the user data and shows a success message
	    (If new data is not valid, system shows a warning message and allows the user to try a new e-mail/password)
	3b) User wants to log out
	  1. User selects "Log out"
	  2. System ends the session

FREQUENCY OF OCCURRENCE	Very Often / Regularly

act LOGIN

User selects log out

Log out

User enters username and password

System validates username and password

System shows warning message

[Incorrect]   [Correct]

[Log out]

User logs in

Manage account

[Change email/password]

User enters new password/email

Password/Email is changed

[Invalid]   [Valid]