

Reversi Login Use Case

Associated Requirements:

1. There are two users logging in.
2. The users may be on separate computers.
 - a. The computers are connected either through the internet or wired connection.

Actors

1. User 1: The user who is starting the game.
2. User 2: The user who is logging into the game.

Goal/Purpose

Log users into the game from one or two computers.

Preconditions

1. The use of one or two computers is determined.
2. A login credential must be set.

Triggers

None

Flow of Events

One Computer

1. User 1 provides the player name.
2. User 2 provides the player name.
3. User 1 and User 2 are now connected and logged in.

Two Computers

1. User 1 supplies a player name.
2. User 1 hosts a new game lobby.
3. User 1 makes the game lobby available to join through internet or LAN connection.
4. User 2 connects to the game lobby.
5. The program requests login credentials and player name.
6. User 2 supplies the correct login credential and player name.
7. User 1 and User 2 are now connected and logged in.

Alternative flow

Alt(6). User 2 supplies the incorrect password and is prompted to retry

Termination

All users are logged in and ready to play the game.

Ending conditions

Game starts.

Post Condition

All users are logged in and ready to play the game.