|  |  |
| --- | --- |
| Use Case id: | 1 |
| Name | Register Account |
| Level | User goal |
| Primary Actor | User |
| Stakeholder  And Interest | User and System |
| Preconditions | User is connected to the system |
| Post conditions | User is registered with unique email and nickname |
| Main Success scenario | 1: User requests to register an account  2: User enters unique email address, nickname, and password  3: System acknowledges that account was created |
| Extensions | 2A: Invalid email  1: System replies that email is already registered  2: Account is not Created  3: Return to step 1  2B: Invalid nickname  1: System replies that nickname is already registered  2: Account is not created  3: Return to step 1 |

|  |  |
| --- | --- |
| Use Case id: | 2 |
| Name | Create Game |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | User is registered and logged in to the system |
| Post conditions | Game is created |
| Main Success scenario | 1: User requests the system to create game  2: System tells user that game creation was successful |
| Extensions | 1A: Network error  1: Game is not created  2: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 3 |
| Name | Create Invitation |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | 1. User is registered and logged in 2. User has created a game |
| Post conditions | Invitations are sent |
| Main Success scenario | 1: User requests to create an invitation for a game  2: <<INCLUDE>> List Registered Users  3: User selects recipients of the invitation from the list  4: User requests to send the invitation  5: Use case ends |
| Extensions | 1A: Invalid Game  1: System reports that you cannot create an invitation for this game  2: Use case Ends  4A: Network error  1: System reports it cannot send an invitation  2: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 4 |
| Name | Deactivate account |
| Scope | System |
| Level | User goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | User is registered and logged in |
| Post conditions | User account is deactivated |
| Main Success scenario | 1: User requests to deactivate their account  2: System request to confirm that user would like to deactivate account  3: User account is deactivated and history is deleted  4: Use case ends |
| Extensions | 2A: cancel deactivation  1: User responds no  2: User account is not deactivated  3: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 5 |
| Name | Join Game |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | 1. User is registered and logged in.  2. User has received an invitation for a game. |
| Post conditions | User joins Game |
| Main Success scenario | 1: User requests join match screen  2: User enters game session code  3: User is entered into the game  4: Use case ends |
| Extensions | 2A: Game is full  1: System responds that game is full  2: User does not join game  3: Use case ends  2B: Game is no longer active  1: System responds that game is no longer active  2: User does not join game  3: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 6 |
| Name | View Profile |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | 1. User is registered and logged in.  2. List registered users has been called |
| Post conditions | User profile is shown |
| Main Success scenario | 1: <<INCLUDE>> List Registered Users  2: User selects user from list  2: User requests to view profile  3: Profile information is displayed  4: Use case ends |
| Extensions |  |

|  |  |
| --- | --- |
| Use Case id: | 7 |
| Name | Log on |
| Scope | System |
| Level | subfunction |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | User is Registered. |
| Post conditions | User is logged in |
| Main Success scenario | 1: User enters nickname and password  2: User requests to log on to the system  3: User is logged in  4: Use case ends |
| Extensions | 2A: invalid password or nickname  1: System reports password or nickname does not match a valid pair  2:User is not logged in  3: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 8 |
| Name | Quit game |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | 1. User is registered and logged in.  2. User has created or joined a game. |
| Post conditions | User has quit the game |
| Main Success scenario | 1: <<INCLUDE>> List active games  2: User selects and active game from the list  3: User requests to quit the game.  4: Use case ends |
| Extensions |  |

|  |  |
| --- | --- |
| Use Case id: | 9 |
| Name | List active games |
| Scope | System |
| Level | User Goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | User is registered and logged in. |
| Post conditions | User’s Active Games are listed |
| Main Success scenario | 1: User requests to list their active games  2: Active games are listed  3: Use case ends |
| Extensions | 2a: No active games  1: System responds that there are no active games  2: Use case ends |

|  |  |
| --- | --- |
| Use Case id: | 10 |
| Name | Take Turn |
| Scope | System |
| Level | User goal |
| Primary Actor | User |
| Stakeholder  And Interest | User |
| Preconditions | 1. User is logged in and registered  2. It is the User’s turn |
| Post conditions | User has moved a piece and turn is over |
| Main Success scenario | 1: <<INCLUDE>> List Active Games  2: User selects a game  3: User selects piece to move  4: User selects move from valid moves  5: piece is moved to new position board is updated  6: Use case ends |
| Extensions | 5A: Game is invalid  1: System reports that game is no longer valid  2: Use case ends |