

Use case: Logging out of account

Iteration: 1

Primary Actor: User (Player)

Goal in context:

- To allow users to log out of their account.

Preconditions:

- The user has a registered and verified account.
- The user is currently logged into their account from a web browser or application.
- The user is not currently in a match.

Trigger:

- The user wants to log out of the account they are currently using.

Scenario:

1. The user initiates logging out through their dashboard.
2. System acts for confirmation from the user.
3. User confirms.
4. The system sends the logout request to the server.
5. The server confirms logout success and session termination.
6. System redirects user to the OMG platform's login page.

Post conditions:

- The user is logged out of their account and taken back to the login page.

Exceptions:

1. Connection interruptions: If the log out attempt is interrupted by connectivity issues, the system will display a message for the user, and log them out.

Priority: High priority. Logging out protects user information and privacy and notifies the system of session termination.

When available: First iteration.

Frequency of use: Frequent

Channel to actor: OMG platform dashboard via web browser or application.

Secondary actors: Server

Channel to secondary actors:

- Server: Client-server communication over the network

Open issues:

- N/A