Focuses on reviewing diagrams, structure, and core system design.
Planning Analysis Sub-Team.

Files under review:

- ★ Class Structure Diagrams
  - Authentication design
  - Gamelogic design
  - Leaderboard design
  - Networking design
  - Matchmaking designs
  - GUI designs
- ★ Use Case Diagrams
  - Authentication design
  - Gamelogic designs
  - Matchmaking design
  - Networking design
  - GUI designs
- ★ Use Case Descriptions
  - Platform design
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  - Profile design
  - Leaderboard design
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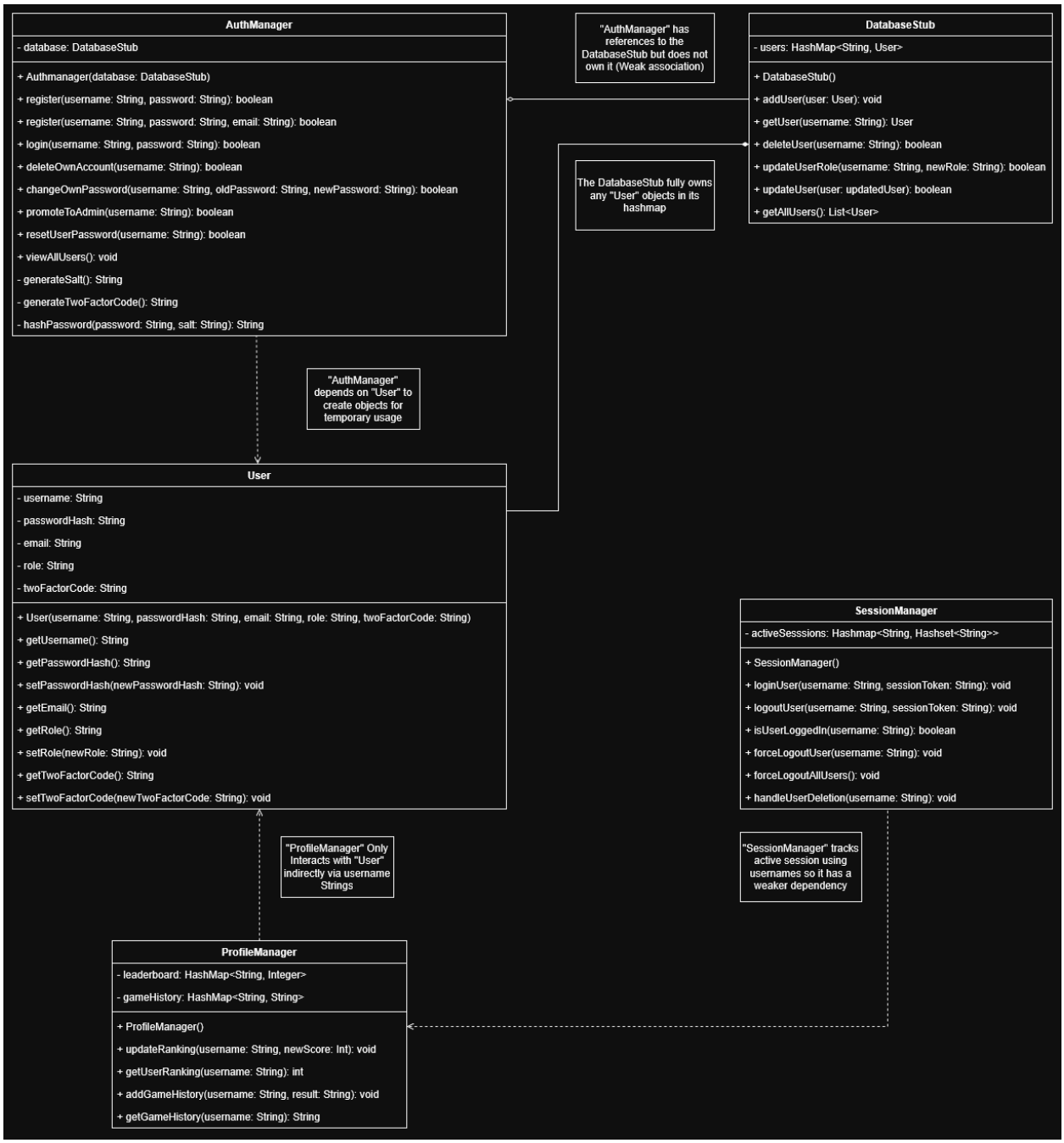
  - Gamelogic Designs
- ★ UI mockups
  - Platform design
  - Authentication design
  - Profile design
  - Leaderboard design
  - Networking design
  - Gamelogic Designs

Class Structure Diagrams

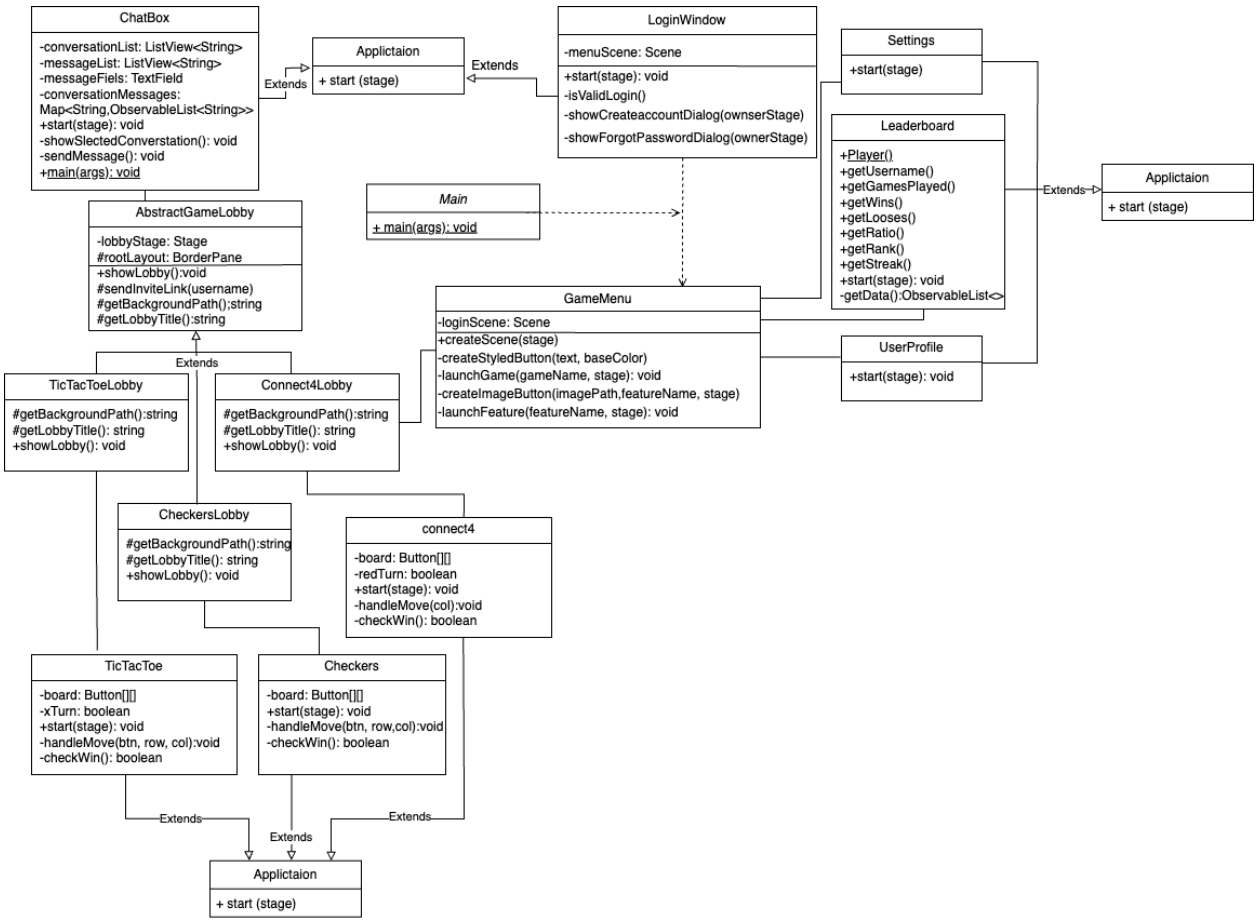
Authentication design:



Areas for Improvement in Authentication design:

1. **`AuthManager` Password Handling:**
    - The `hashPassword(password, salt)` method should return a `byte[]` instead of `String`, as password hashes should not be stored as plain strings.
    - Consider adding a `verifyPassword(inputPassword, storedHash, salt)` method for authentication instead of directly comparing hashes.
2. **Lack of Associations in `ProfileManager`:**
    - `ProfileManager` relies only on usernames. If `User` objects need to be retrieved often, consider a reference to `DatabaseStub` instead of just storing usernames.
3. **Missing Constraints in `SessionManager`:**
    - Does `SessionManager` limit the number of concurrent sessions per user?
    - Adding a max session limit per user would improve security.
4. **`DatabaseStub` User Modification Methods:**
    - `updateUserRole` modifies a user's role but does not specify if it verifies existing roles or permissions.
    - `updateUser` should clarify whether it replaces an entire `User` object or updates specific fields.
5. **Two-Factor Authentication Storage (`User` Class):**
    - The `twoFactorCode` is stored as a string, which may be a security risk. Consider an expiration time or a mechanism to invalidate codes.

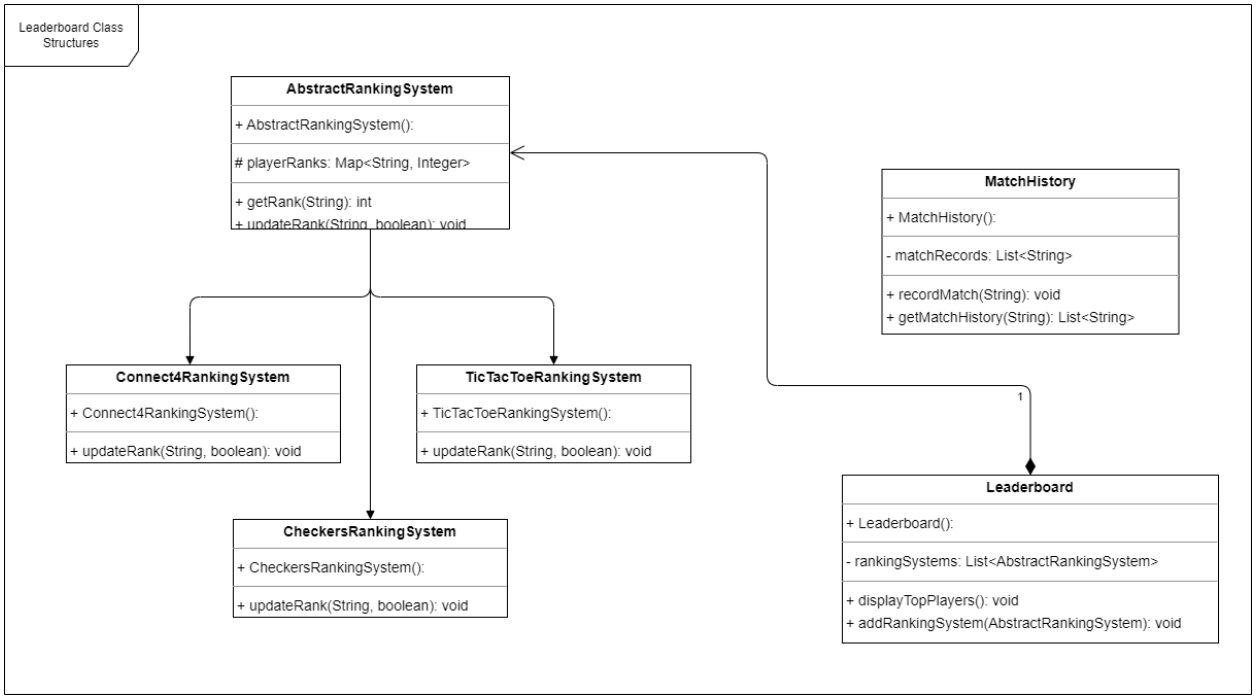
Gamelogic Designs



Areas for Improvement in Game-logic Design:

1. **Lack of a Clear Inheritance Structure for Game Logic Classes**
    - The `TicTacToeLogic`, `Connect4Logic`, and `CheckersLogic` classes do not inherit from a common abstract class or interface. A `GameLogic` interface or an abstract class could define shared methods like `startGame()`, `endGame()`, and `win()` to enforce consistency.
2. **GUI and Logic Should Be More Decoupled**
    - The diagram suggests a direct link between the GUI classes (`TicTacToeGUI`, `Connect4GUI`, `CheckersGUI`) and the logic classes. It would be better to have a controller or mediator class to handle communication between the GUI and game logic.
3. **AbstractBoard Could Be Better Utilized**
    - `TicTacToeBoard`, `Connect4Board`, and `CheckersBoard` do not inherit from `AbstractBoard`. Since `AbstractBoard` already contains a `board` attribute, these classes could extend it to reduce code duplication.
4. **CheckerPiece Should Inherit from AbstractPiece**
    - The `CheckerPiece` class has similar attributes (`xPos`, `yPos`, `colour`) as `AbstractPiece`. It should extend `AbstractPiece` instead of defining these attributes again.
5. **Main Class Should Not Directly Control GUI**
    - The `Main` class appears to link directly to GUI components. A better design would use a `GameManager` class to coordinate game initialization and logic, while the GUI updates based on observer patterns or event-driven design.

Leaderboard design



Strengths and Weaknesses of the Leaderboard Class Diagram

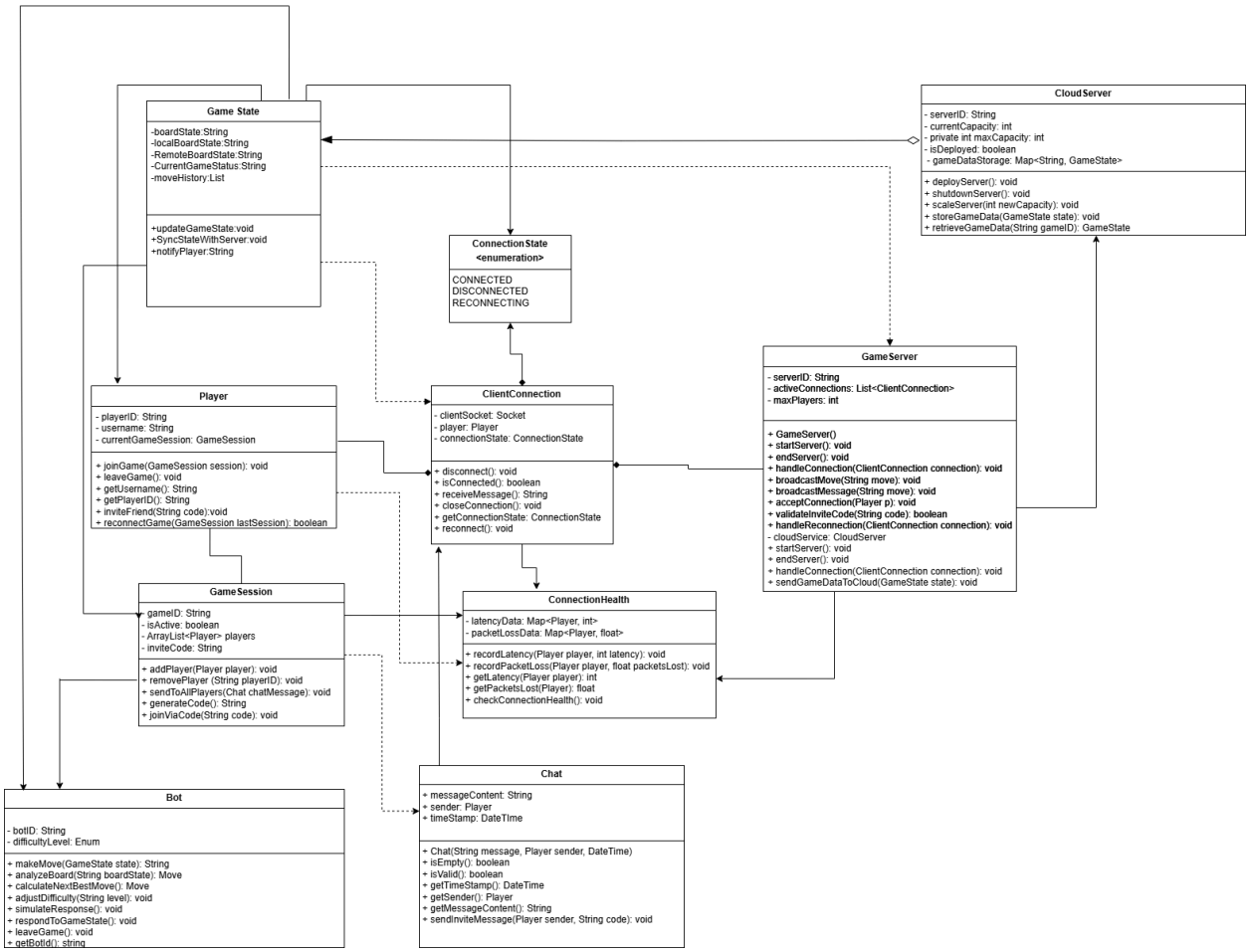
Strengths:

1. **Modular and Extensible Ranking System:**
    - The `AbstractRankingSystem` class provides a solid base for different game ranking systems (`TicTacToeRankingSystem`, `Connect4RankingSystem`, and `CheckersRankingSystem`). This makes it easy to extend ranking for additional games in the future.
2. **Separation of Concerns:**
    - The diagram follows a well-structured approach where ranking, leaderboard management, and match history are handled by separate classes (`Leaderboard`, `MatchHistory`, and ranking system classes). This ensures that each class has a single, focused responsibility.
3. **Encapsulation of Player Data:**
    - Player ranks are stored within the `AbstractRankingSystem` using a `Map<String, Integer>`, ensuring efficient retrieval and updates while maintaining encapsulation. The use of `updateRank(String, boolean)` helps in rank modifications without direct data manipulation.

Weaknesses:

1. **Lack of Direct Player Association:**
    - The ranking system does not explicitly link to a `Player` class. If a player object existed, it would allow for more detailed attributes such as usernames, stats, and game preferences, improving functionality.
2. **Leaderboard Lacks Sorting Mechanism:**
    - While `displayTopPlayers()` exists, there is no indication of how the leaderboard sorts and ranks players based on their game performance. A sorting mechanism based on ranking scores should be clearly defined.
3. **MatchHistory Class Could Be More Integrated:**
    - The `MatchHistory` class exists separately, but there is no direct relationship between it and the ranking system. Integrating match records with rank updates would ensure a more comprehensive tracking system for performance evaluation.

Networking design



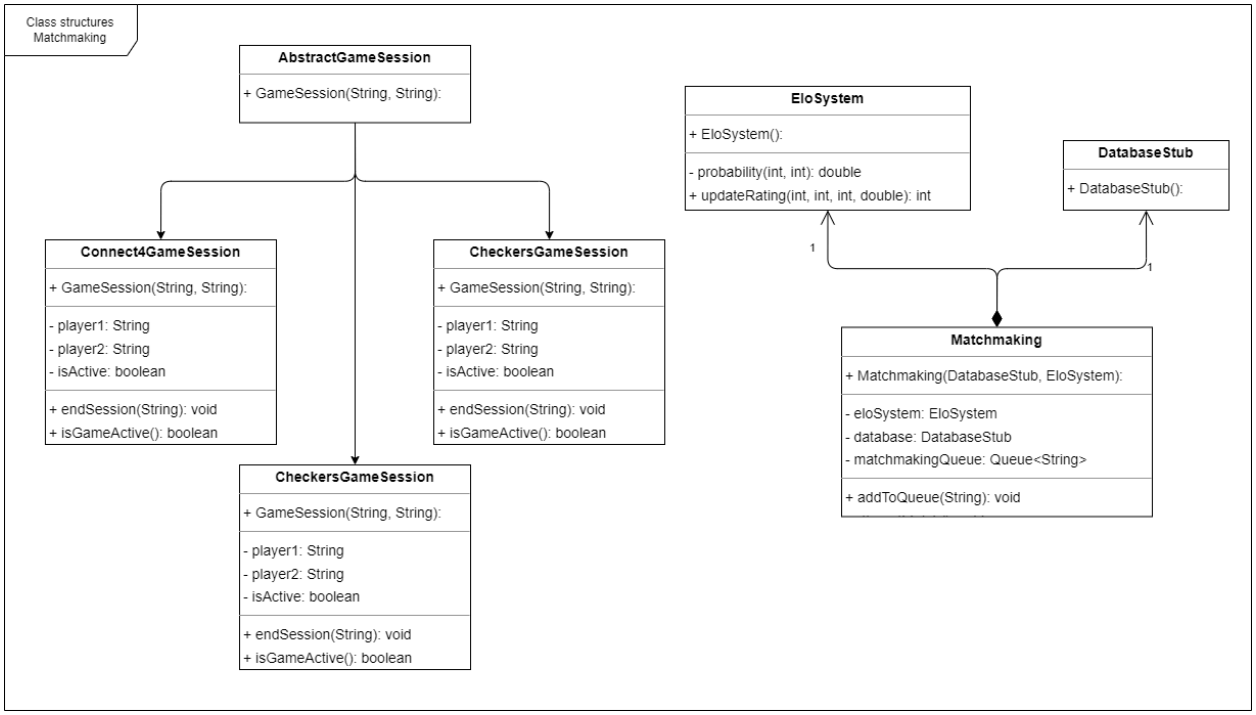
Strengths and Weaknesses of the Networking Class Diagram

1. **Well-Defined Player and Connection Handling**
    - The `Player` class includes methods for joining, leaving, and reconnecting to a `GameSession`, ensuring **robust session management**.
    - `ClientConnection` and `ConnectionState` provide a **clear structure for managing player connectivity**, allowing for states like `CONNECTED`, `DISCONNECTED`, and `RECONNECTING`.
2. **Good Server-Cloud Interaction**
    - The `GameServer` can send game data to the `CloudServer`, which stores game states (`retrieveGameData`, `storeGameData`). This provides **scalability** and **persistence** for online gaming sessions.
3. **Comprehensive Network Health Monitoring**
    - `ConnectionHealth` tracks **latency and packet loss**, providing methods to evaluate player connection quality (`recordLatency`, `getPacketLoss`, `checkConnectionHealth`).
    - This helps maintain a **smooth multiplayer experience** by adapting to connection issues.

Weaknesses

1. **No Clear Game Logic Separation**
    - The `GameSession` and `GameState` classes handle game-related data, but **game rules and mechanics (e.g., valid moves, win conditions)** are not explicitly represented.
    - A **separate `GameLogic` class** could help manage game rules efficiently.
2. **Limited Bot Functionality**
    - The `Bot` class provides functions like `makeMove` and `respondToGameState`, but **it lacks AI decision-making depth** (e.g., strategy, difficulty levels).
    - Adding **adaptive decision-making algorithms** could enhance bot performance.
3. **Potential Redundancy in Server Management**
    - Both `GameServer` and `CloudServer` handle storage (`storeGameData` and `sendGameDataToCloud`). However, **it's unclear why both are needed** instead of a **single backend service**.
    - **Merging or clarifying responsibilities** could make the system more efficient.

Matchmaking Designs



Strengths and Areas for Improvement in the Matchmaking Design

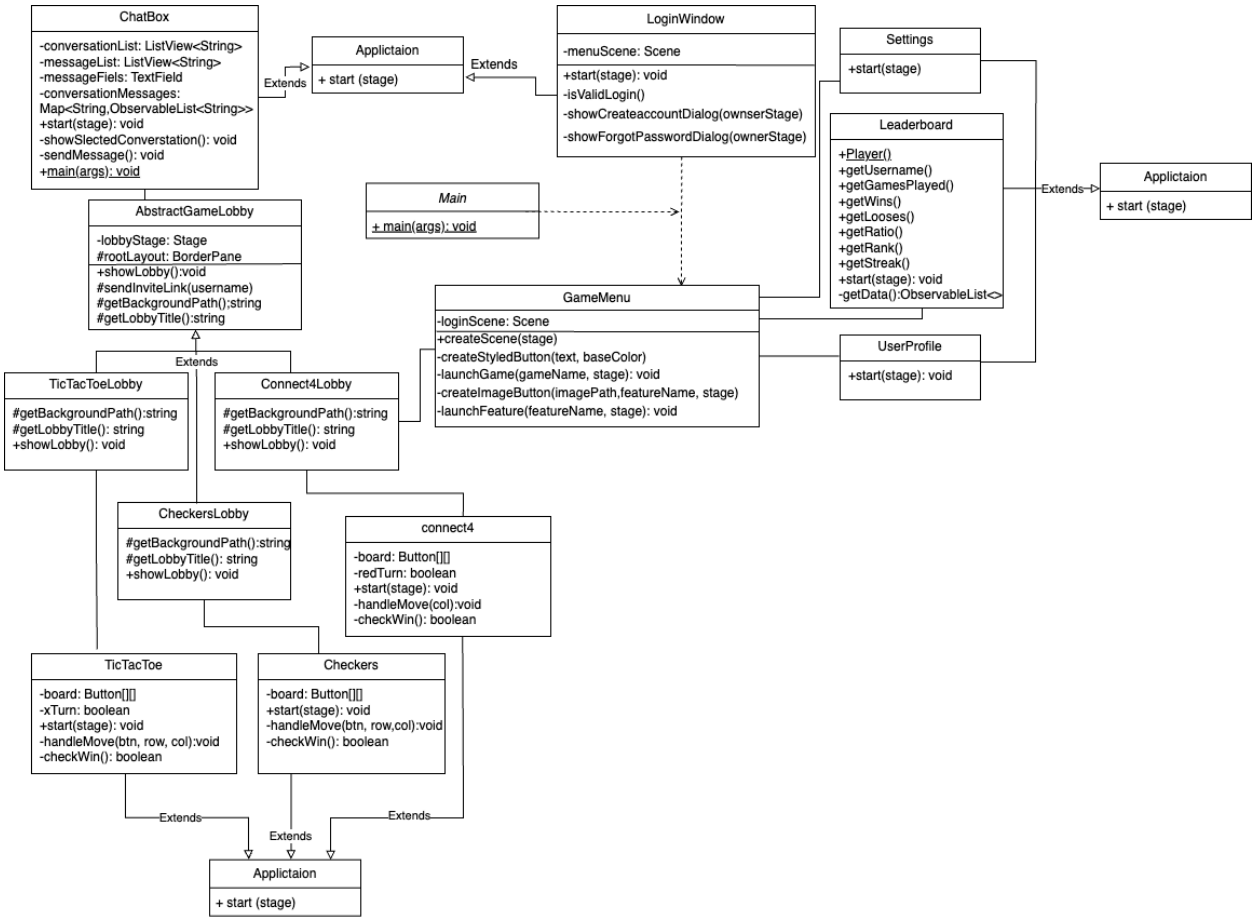
Strengths

1. **Clear Hierarchy & Inheritance Structure**
    - The diagram effectively uses **inheritance** for game sessions, ensuring reusability. `AbstractGameSession` serves as a parent class, reducing code duplication in `Connect4GameSession` and `CheckersGameSession`.
2. **Separation of Concerns**
    - Different functionalities are well-separated. `EloSystem` handles ranking logic, `DatabaseStub` represents database interactions, and `Matchmaking` manages player queues. This makes the system **modular and easy to maintain**.
3. **Proper Use of Associations**
    - The **one-to-one association** between `Matchmaking`, `EloSystem`, and `DatabaseStub` is well-defined, clarifying their roles in player matching.

Weaknesses

1. **Duplicate CheckersGameSession Class**
    - There are **two instances of `CheckersGameSession`** in the diagram. This is likely an error and should be fixed to avoid confusion.
2. **Limited Matchmaking Functionality**
    - `Matchmaking` only has `addToQueue(String)`, but **no method for actually matching players** or starting a game session. A method like `findMatch()` would improve completeness.
3. **No Clear Relationship Between Matchmaking and Game Sessions**
    - There is **no connection between `Matchmaking` and `AbstractGameSession` or its subclasses**. How does matchmaking initiate a game session? A direct link or a factory pattern could help clarify this interaction.

GUI designs



Strengths and Areas for Improvement in the Gui-Design

Strengths:

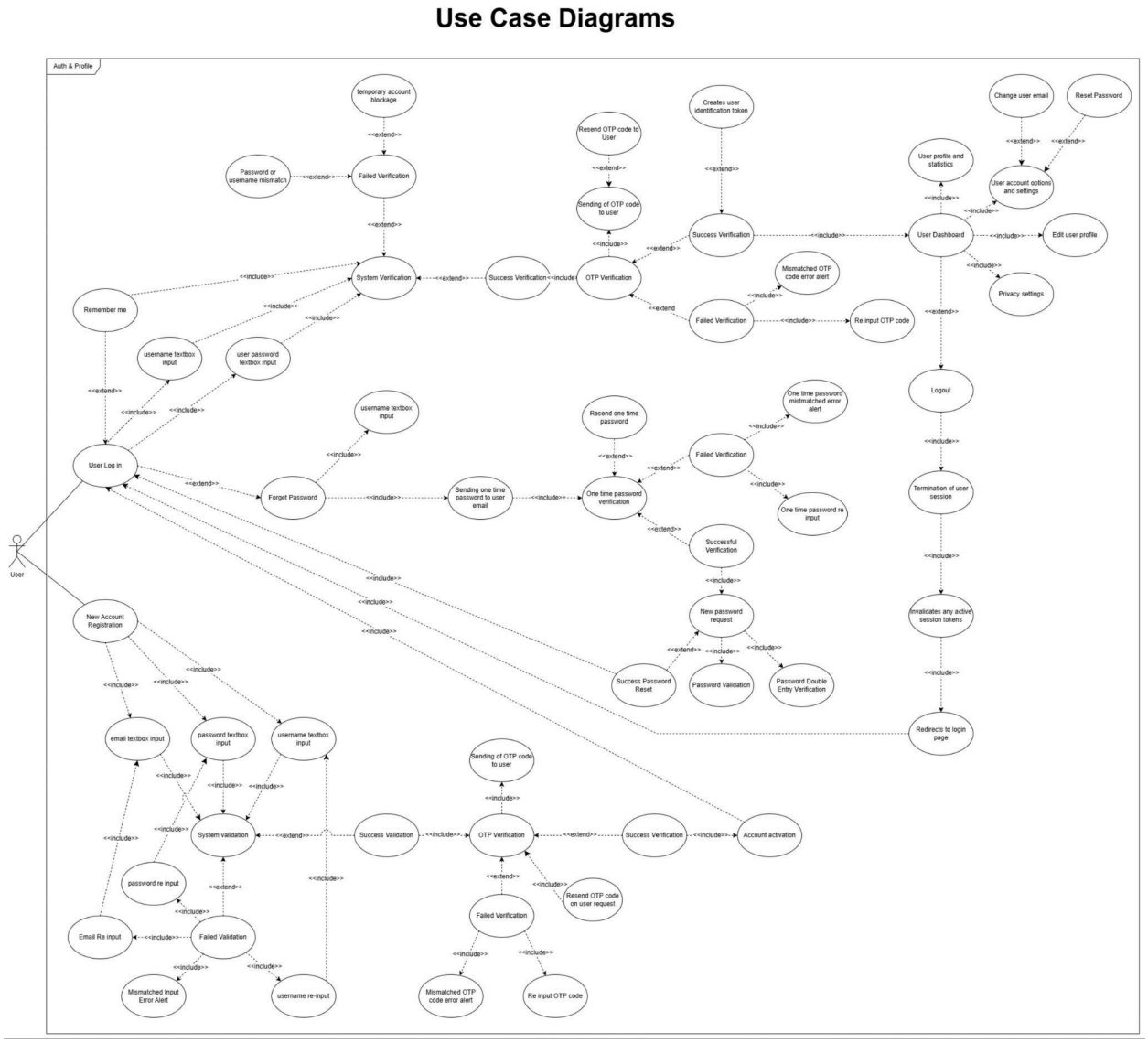
1. **Well-Structured Game Lobby Hierarchy:**
    - The `AbstractGameLobby` class is effectively used as a base class, with `TicTacToeLobby`, `Connect4Lobby`, and `CheckersLobby` extending it. This reduces redundancy and promotes code reuse.
2. **Separation of Concerns:**
    - The diagram clearly separates different functionalities, such as game logic (`TicTacToe`, `Checkers`, `connect4`), UI components (`LoginWindow`, `GameMenu`), and additional features (`Leaderboard`, `Settings`, `UserProfile`).
3. **Leaderboard System for Tracking Player Performance:**
    - The `Leaderboard` class includes methods for retrieving player statistics like `getWins()`, `getRatio()`, and `getRank()`, which enhances the competitive aspect of the system.

Areas for Improvement:

1. **Lack of a Base Game Class for Core Logic:**
    - `TicTacToe`, `Checkers`, and `connect4` all define similar attributes (e.g., `board: Button[][]`, `checkWin()`). A common `AbstractGame` class should be introduced to handle shared logic.
2. **Redundant Methods Across Games:**
    - Methods like `handleMove()` and `checkWin()` appear in multiple game classes. These could be moved to a parent `AbstractGame` class to improve maintainability.
3. **ChatBox Class Could Be More Modular:**
    - The `ChatBox` class has several responsibilities, such as managing messages and conversations. It could be split into smaller classes like `ConversationManager` and `MessageHandler` to improve maintainability.

Use Case Diagrams

Authentication design:



The use case diagram presents a structured overview of user interactions with an authentication and profile management system. However, it has several weaknesses:

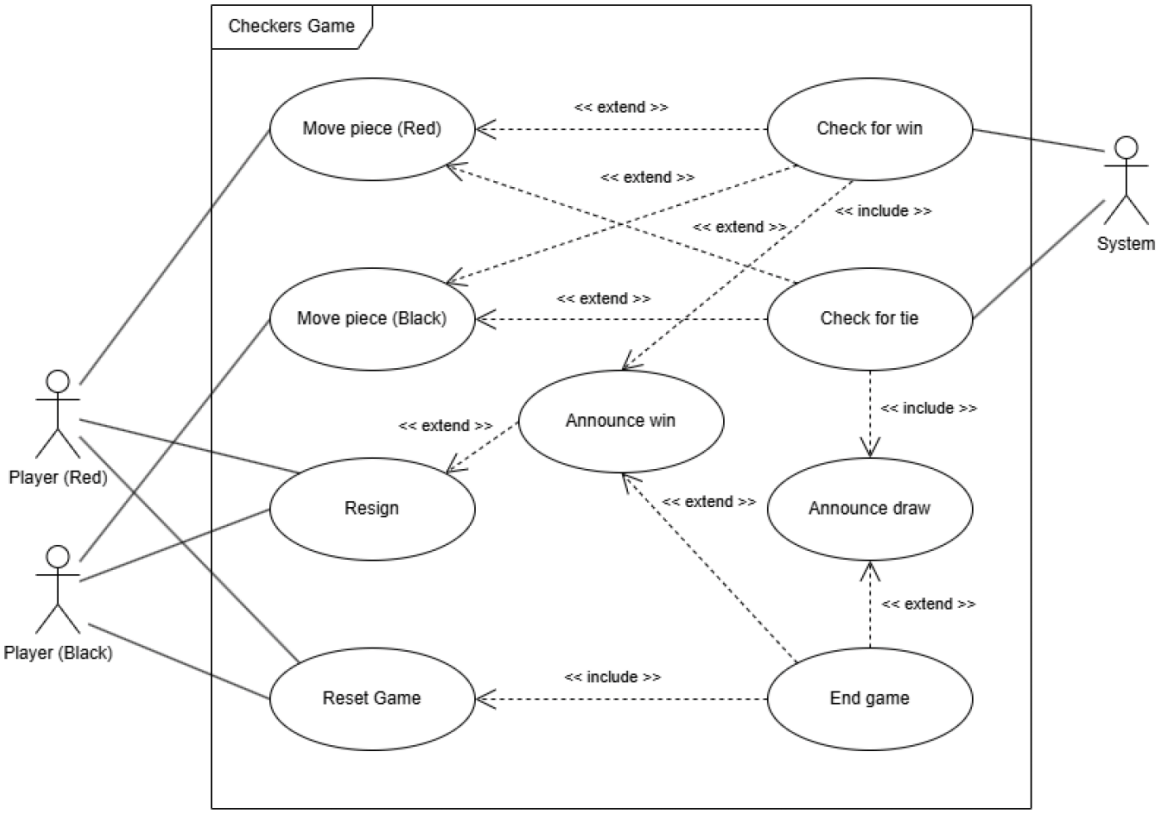
1. **Complexity and Clutter**:
    - The diagram is highly dense, making it difficult to follow the relationships between use cases.
    - Overlapping and closely spaced elements reduce readability.
2. **Lack of Modularization**:
    - The diagram attempts to depict too many use cases in a single view, rather than breaking it down into smaller diagrams focusing on login, registration, password recovery, and profile management separately.
3. **Redundant Use Cases**:
    - Some processes, like OTP verification and password reset, appear multiple times with slight variations, which could be generalized into a single reusable use case.
4. **Weak Use of Generalization and Includes/Extends**:
    - Some use cases, like "OTP Verification," are repetitive but not properly modularized using generalization.
    - The relationship between certain cases (e.g., "Forgot Password" and "Resend OTP") could be better clarified with `<<include>>` and `<<extend>>` relationships.
5. **Unclear Actor Responsibilities**:
    - The only actor present is "User," but system roles such as "Admin" (for account approval or monitoring) are absent.
    - The system itself should be represented in some cases where automatic verifications occur.
6. **Unnecessary Details for a High-Level Diagram**:
    - Some low-level details, such as "One-time password input" and "Fix input OTP code," could be better represented in an activity diagram rather than a use case diagram.

Recommendations for Improvement:

- **Break down the diagram into multiple focused diagrams** (Login, Registration, Password Management, etc.).
- **Use `<<include>>` and `<<extend>>` relationships effectively** to eliminate redundancy.
- **Simplify and remove unnecessary low-level details** that belong in process flow diagrams.
- **Introduce additional actors**, such as an admin or authentication system, to clarify responsibilities.
- **Improve spacing and organization** to enhance readability.

Gamelogic design

USE CASE DIAGRAM AND DESCRIPTIONS - CHECKERS



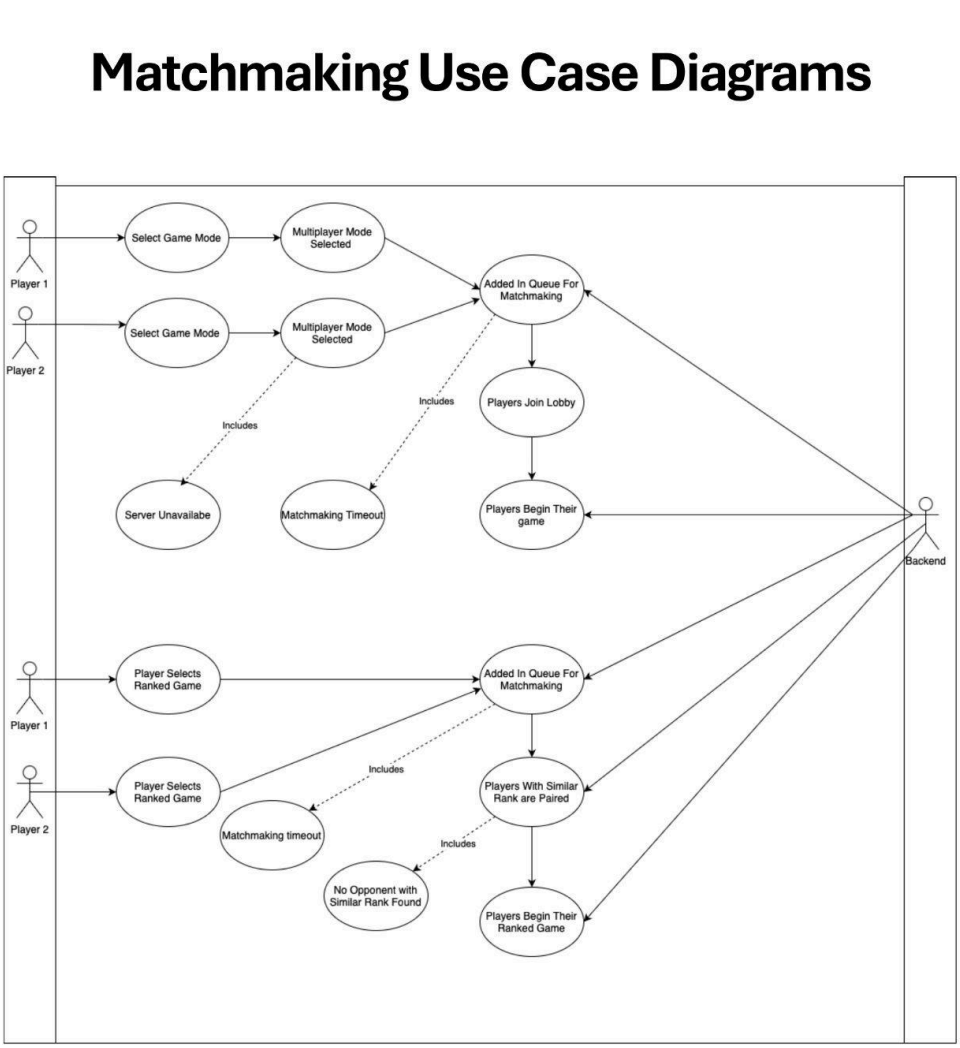
This is a **well-structured use case diagram** with clear relationships, but minor refinements could improve clarity and correctness.

Suggestions for Improvement:

- Change `Check for win` and `Check for tie` from `<<extend>>` to `<<include>>` within `Move piece`.
- Ensure that `Resign` directly results in `Announce win`, rather than extending it.
- Add a `Validate move` use case to handle illegal moves.
- Separate system actions (automatic checks) from player-initiated ones for better clarity.
- Consider including a `Start Game` use case to indicate initial setup.

This is a **well-structured use case diagram** with clear relationships, but minor refinements could improve clarity and correctness

Leaderboard design



This use case diagram provides a structured overview of matchmaking for ranked and unranked two-player games. Some changes can be made to improve clarity and correctness.

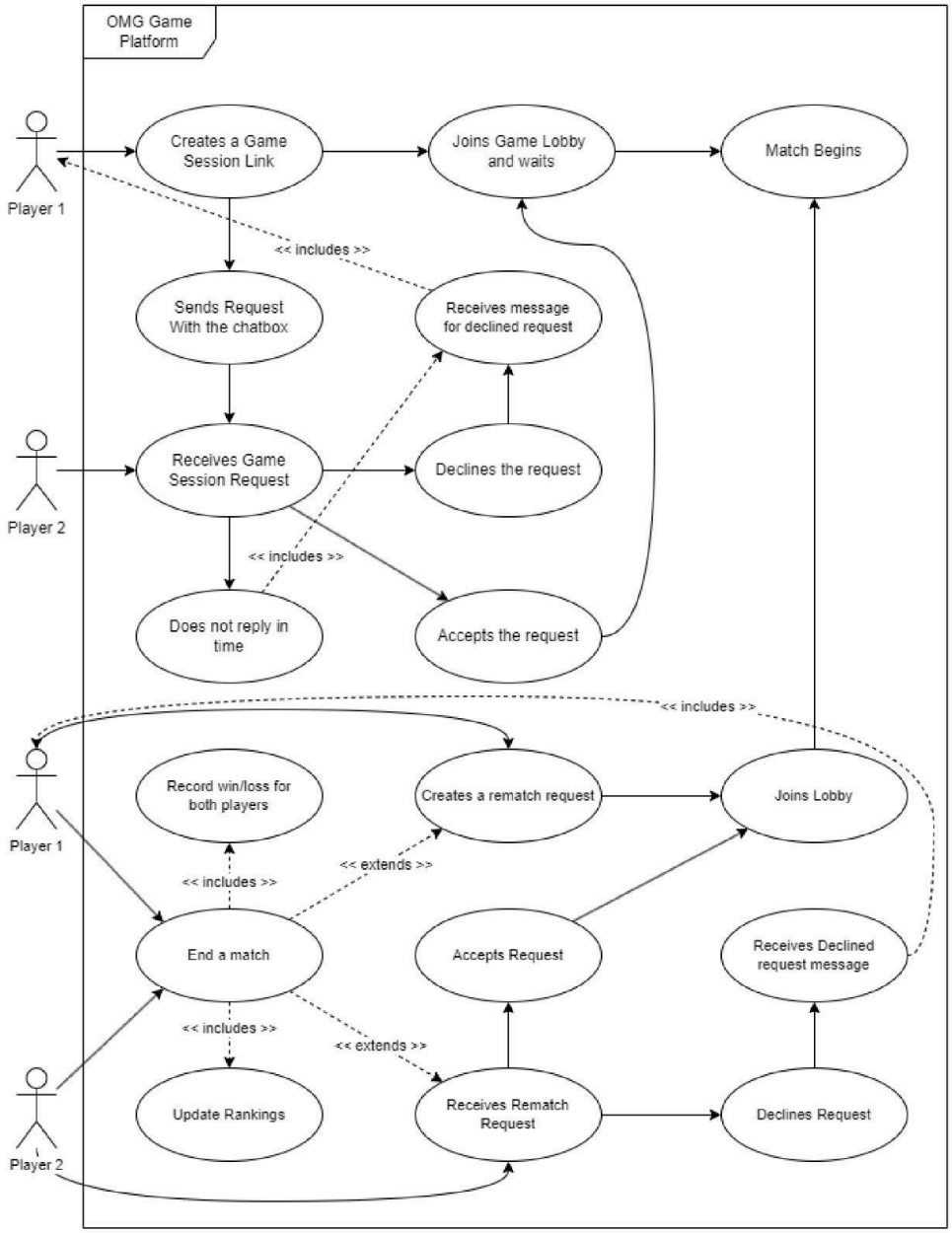
Weaknesses/Potential issues:

- Missing system name in top left corner
-

Suggested changes:

1. Adding a name in the top left corner provides context and clarity for the system being modelled in the diagram.
2. Change the association between “Select Game Mode” and “Multiplayer Mode Selected” to a generalization

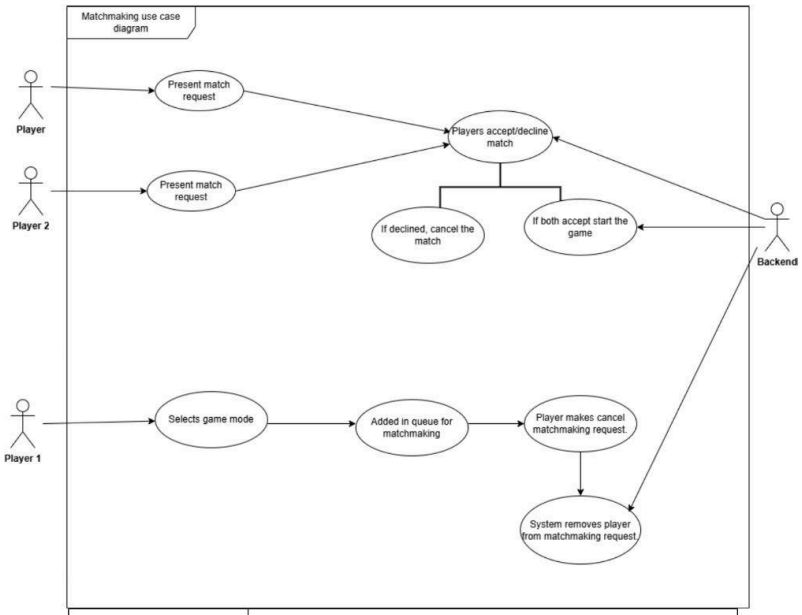
3. Simplify the diagram by replacing “Player Selects Ranked Game” with “Select Ranked Game” and having “Select Game Mode”.extend it.

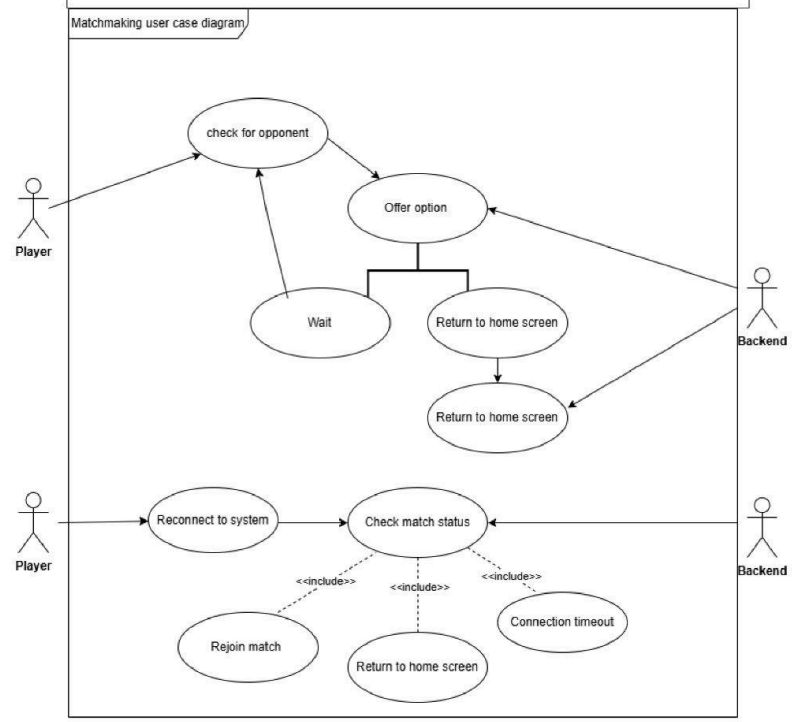

OMG Game Platform
Player 1
Creates a Game Session Link
Joins Game Lobby and waits
Match Begins
<< includes >>
Sends Request With the chatbox
Receives message for declined request
Player 2
Receives Game Session Request
Declines the request
<< includes >>
Does not reply in time
Accepts the request
<< includes >>
Player 1
Record win/loss for both players
Creates a rematch request
Joins Lobby
<< includes >>
<< extends >>
End a match
Accepts Request
Receives Declined request message
<< includes >>
<< extends >>
Update Rankings
Receives Rematch Request
Declines Request
Player 2

This is a **well-structured** and **logically sound** use case diagram for a multiplayer game but could be improved with clearer relationships, system involvement, and additional failure scenarios.

Suggestions for Improvement:

- Add a **system actor** to clarify automated processes like ranking updates and match initialization.
- Refine **the flow between "Joins Game Lobby" and "Match Begins"** to show what triggers a match.
- Change some `<<include>>` relationships to `<<extend>>` where appropriate (e.g., chat requests).
- Consider adding **game termination scenarios** (disconnections, abandoned matches).
- Improve **arrow organization** for a clearer flow of decisions and outcomes.


Matchmaking use case diagram
Player
Present match request
Player 2
Present match request
Players accept/decline match
If declined, cancel the match
If both accept start the game
Backend
Player 1
Selects game mode
Added in queue for matchmaking
Player makes cancel matchmaking request.
System removes player from matchmaking request.


Matchmaking user case diagram
check for opponent
Player
Offer option
Wait
Return to home screen
Backend
Return to home screen
Player
Reconnect to system
Check match status
Backend
<<include>>
<<include>>
<<include>>
Rejoin match
Return to home screen
Connection timeout

First diagram:

This is a **well-structured and clear** matchmaking use case diagram, but it lacks **detailed failure handling** and **better use of relationships (`<<include>>`, `<<extend>>`)** to improve modularity.

Suggestions for Improvement:

- **Introduce `<<include>>` and `<<extend>>` relationships** to clarify optional vs. required actions.
- **Add failure scenarios**, such as matchmaking timeout or inability to find a match.
- **Simplify redundant use cases** by consolidating common actions, such as "Present match request."
- **Consider adding system-initiated processes**, like automatic removal of inactive players from matchmaking.

Second Diagram:

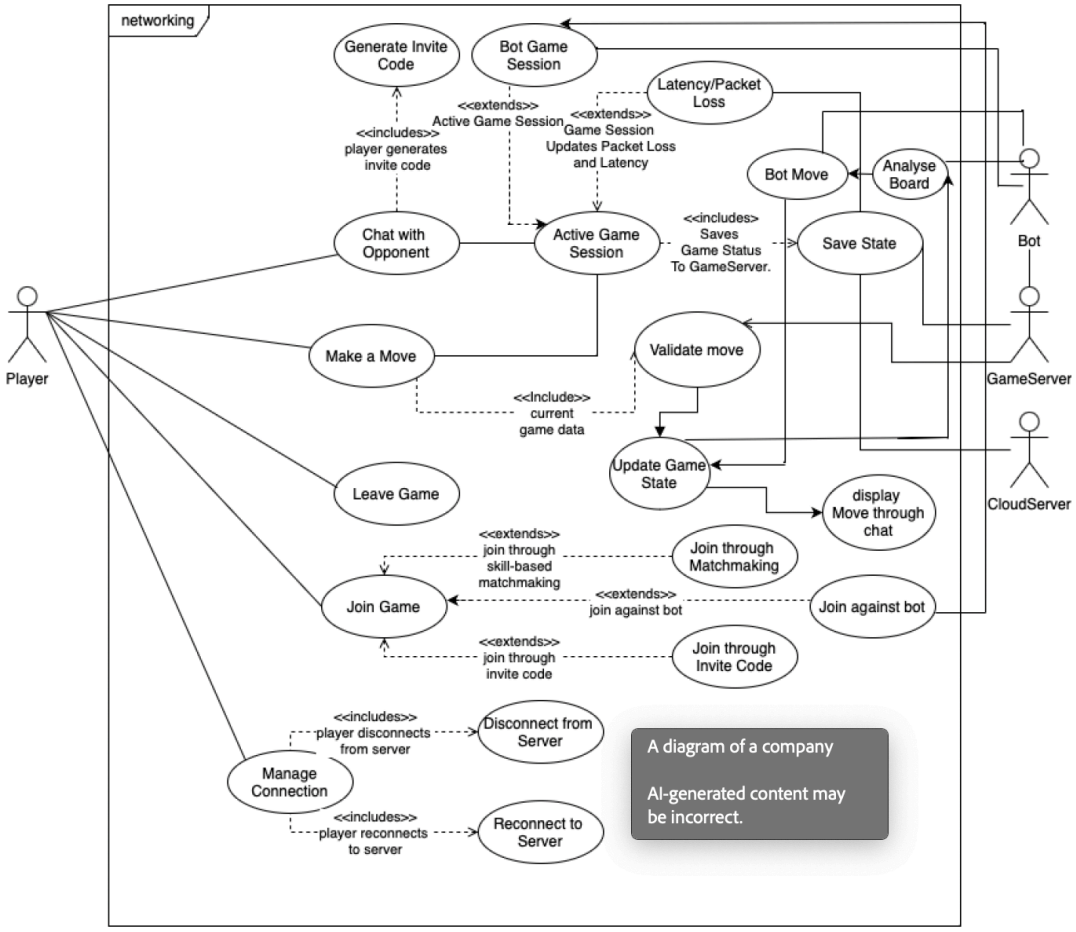
This diagram does a good job covering matchmaking and reconnection scenarios, but it needs refinements in redundancy, clarity of system responsibilities, and better use of `<<extend>>` relationships.

Suggestions for Improvement:

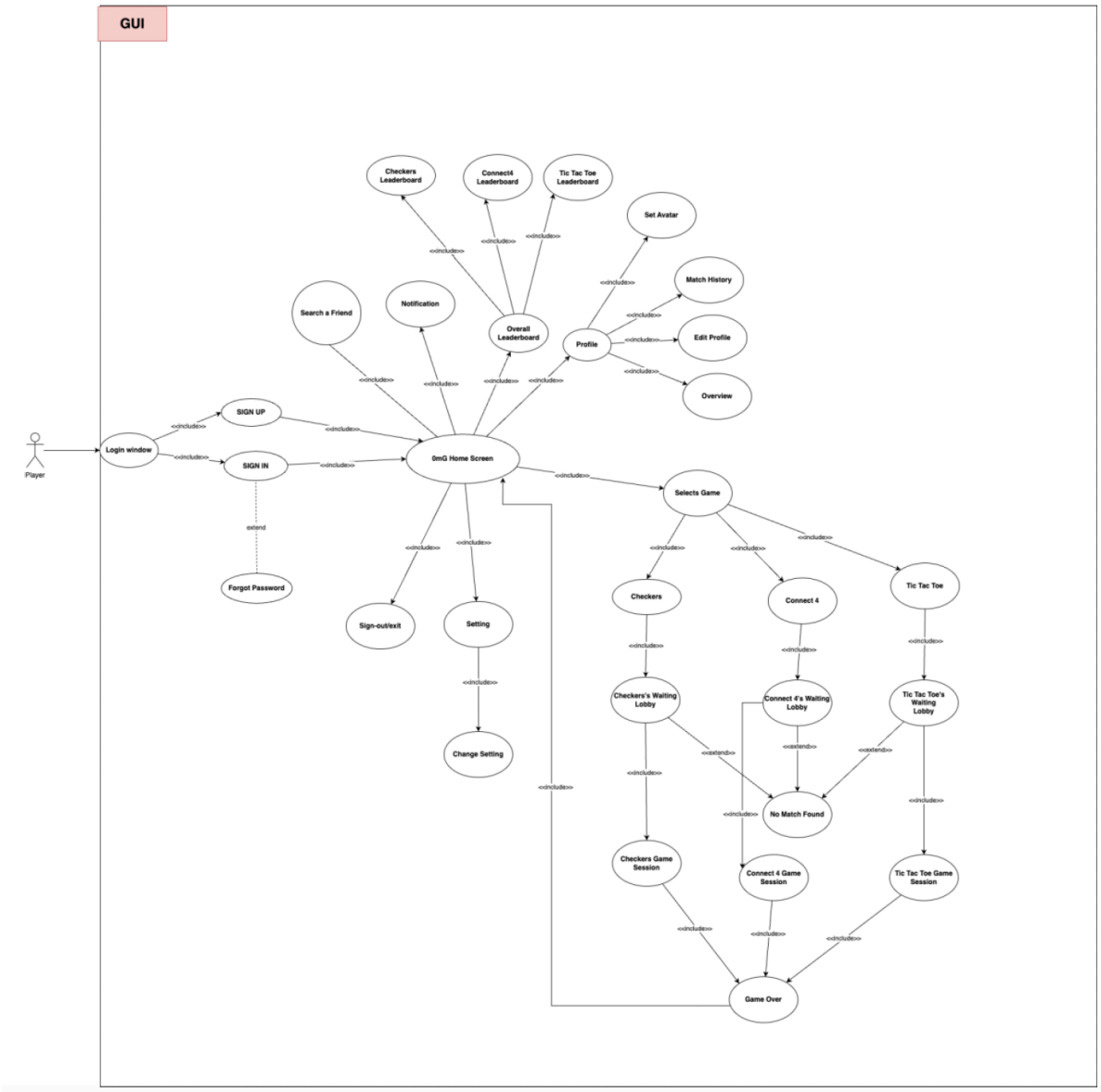
- **Remove duplicate "Return to home screen"** to improve clarity.
- **Use `<<extend>>` for optional scenarios** like "Connection timeout" and "Wait."
- **Clearly define the successful matchmaking outcome** by adding a use case like "Start match" when an opponent is found.
- **Specify the backend's role more clearly**, particularly in enforcing matchmaking rules.

Networking design

Use Case Diagram:



GUI designs


GUI
Player
Login window
SIGN UP
SIGN IN
Forgot Password
extend
0mG Home Screen
Checkers Leaderboard
Connect4 Leaderboard
Tic Tac Toe Leaderboard
Overall Leaderboard
Search a Friend
Notification
Profile
Set Avatar
Match History
Edit Profile
Overview
Sign-out/exit
Setting
Change Setting
Selects Game
Checkers
Connect 4
Tic Tac Toe
Checkers's Waiting Lobby
Connect 4's Waiting Lobby
Tic Tac Toe's Waiting Lobby
No Match Found
Checkers Game Session
Connect 4 Game Session
Tic Tac Toe Game Session
Game Over
<<include>>
<<extend>>

Use Case Descriptions

Networking Use Case Descriptions

Use case: Play a game with friends

Primary Actor: Player

Goal in context: To allow the player to connect to an online session with an online friend, and play games in real time.

Preconditions:

1. The player has an account on the online board game platform
2. The player's friends also have accounts on the platform
3. All players have a stable internet

connection **Trigger**: The player logs into the

system, then presses play. **Scenario**:

1. The player either:
    1. Creates a new game session and invites friends by sending them a unique game code
    2. Joins an existing session with other people already there by entering a game code.
2. The player sends invitations to their overseas friends via the platform's invite system.
3. The player waits for their friends to accept the invitation and join the game session
4. Once all the friends have joined, the player starts the game.
5. The player takes turns with their friends depending on the game. This game is updated in real time.
6. The player uses the platform's chat to interact with friends during the game.
7. The game concludes when a player wins or the game reaches its end condition.
8. The player can choose to:
    1. Exit the game session and return to main menu

2. Start a rematch with the same group of friends.

9. The game session is closed, and all players are returned to main menu

10. The games results are saved to all players' profiles.

Exceptions:

1. If a friend declines an invitation, the player can either invite a new friend or start the game with remaining players
2. If a player loses connection, the game pauses and allows the player to reconnect within a minute and 30 second window.
3. If a player leaves the game mid-session, the platform allows the remaining players to continue or end.

Priority: High

When available: First iteration

Frequency of Use: Many times per day, for many users.
Channel to Actor: Player sends a request through the game.

Secondary Actors: Game Server

Open issues:

- What can be done to prevent spam?

Feedback:

1. **Preconditions:**
   - Consider adding a precondition that the game must support multiplayer functionality. Not all games may allow multiple players, so this should be clarified.
   - Suggestion: Add a precondition that the player and friends are online at the same time.
2. **Scenario:**
   - Step 2: Clarify how the "overseas friends" aspect is relevant. Is there a specific challenge with overseas connections (e.g., latency)? If so, this should be addressed in the exceptions or preconditions.
   - Step 5: Specify how the game is updated in real time. Is this through the server? If so, mention the server's role in synchronization.

    - Step 6: Consider adding more detail about the chat system. For example, is there a character limit? Can players send emojis or other media?
3. **Exceptions:**
    - Exception 2: Clarify what happens if the player cannot reconnect within the 1:30 window. Does the game end, or do other players continue?
    - Exception 3: Add an exception for server crashes or maintenance, which could disrupt the game session.
4. **Open Issues:**
    - The issue of spam prevention is important but vague. Suggest adding more detail: Are you concerned about spam in chat, invitations, or both? Consider adding a rate-limiting mechanism or CAPTCHA for invitations.

Use case: Reconnect

Iteration: 1

Primary Actor: The Game's player

Goal in context: When a player disconnects from the game via power outage, network disconnection, or other unexpected interruptions, there needs to be a way for the player to reconnect to the game that
they were playing without hindering the other player too much.

Preconditions: Game has to be in progress when they disconnect (can't reconnect before the game starts and after the game ends) and the player needs to rejoin in under a minute and 30 seconds.

Trigger: Player leaves the game via power outage, network disconnection, or other unexpected interruptions

Scenario:

1. Player is playing one of our amazing games and there is an unexpected disconnection
2. Player understands that they have 1:30 to get back on
3. Player resolves the reason for the unexpected disconnection
4. Player is able to rejoin if issue was resolved in the time limit
5. Player continues to enjoy their game

Post conditions: Player needs to be reconnected for at least 10 seconds before the game will resume. This will ensure the stability of the connection.

Exceptions:

1. Player doesn't join back in time

Priority: High priority as interruptions happen all the time. Lack of reconnection will hinder player experience

When available: When the user is disconnected from their game because of an unexpected interruption

Frequency of use: Somewhat frequent. Unexpected interruptions are quite common, and It's important to have something to deal with them

Channel to actor: Player must reopen the game and the connection will be reestablished

Secondary actors: Server

Channel to secondary actors: Internet connection

Open issues: *N/A*

Feedback:

1. **Preconditions:**
   - Consider adding a precondition that the game session must support reconnection. Some games may not allow reconnection after a disconnect.
2. **Scenario:**
   - Step 2: Clarify how the player is informed about the 1:30 window. Is there a notification or timer displayed on the screen?
   - Step 4: Add more detail about how the reconnection process works. Does the player need to re-enter the game code, or is it automatic?
3. **Exceptions:**
   - Add an exception for cases where the server itself is down, preventing reconnection.
4. **Post conditions:**
   - Clarify what happens if the player reconnects but the game has already ended. Are they informed of the result, or is the game abandoned?

Use case: Leave game

Iteration: 1

Primary Actor: Player

Goal in context: When the Player finishes a match or decides that they need to do something else at the moment they need an option to leave the game. Penalties maybe be applied to the player for leaving depending on how frequent the player leaves their matches. Ideally the player should be finishing all of their games, but that is not always going to be the case.

Preconditions: Player needs to be in a game

Trigger: At any point of the game player can press the leave button

Scenario:

1. Game has ended, and they need to leave the game to go back to the main page. (No penalty is applied)
2. Game is currently in progress and Player decides that they need to leave, but its only their first time leaving a game this week (Player gets a warning but no penalty)
3. Game is currently in progress and Player decides that they need to leave, but they have left more than 3 times this week (Player gets a penalty (can't play for 1 day))

4. If a player leave the game, the entire game ends and the other player will need to leave as well

Post conditions: Player must be returned to the main page of our program, so they can choose whether to play again or close the program entirely.

Exceptions:

1. If player has an unexpected disconnection that causes them to leave it will not count to the warnings the player has and will not cause a penalty

2. If the GUI button doesn't work player can leave by closing the game

Priority: High priority as we don't want to force our players to play our game. They need an option to leave when they need.

When available: Should be available at any point once the player is in a game

Frequency of use: Very frequent. Players will be leaving games all the time

Channel to actor: Button press through GUI

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 4: Clarify what happens to the other player if the game ends abruptly. Are they informed of the reason for the game ending?
    - Consider adding a step where the player is asked to confirm their decision to leave, especially if penalties are involved.
2. **Exceptions:**
    - Exception 1: Clarify how the system distinguishes between an unexpected disconnection and a voluntary leave. Is this based on network diagnostics?
3. **Post conditions:**
    - Add a post-condition that the player's profile is updated to reflect the leave (e.g., a record of the leave is logged).

Use Case: Text Chat System During Game Session

Iteration: 1

Primary Actor: Player

Goal In Context: Allow players to send and receive text messages in real time without impacting the flow of the game through game network.

Preconditions:

1. The player has an account on the online board game platform
2. The player's friends or opponents also have accounts on the platform.
3. The players must be in a gaming session together that supports in-game chat feature.

Trigger: The player writes a message and sends it through the game chat interface.

Scenario:

1. A player opens chat input window in the game.
2. The player types a message and presses the "send" button.

3. The message is sent to game server network.
4. The server sends the message to all players in game session.
5. Each player's device updates their chat logs and displays the message in their chat window.

Exceptions:

1. If the player's internet connection is slow, the messages delivery may be delayed.
2. If the server is dysfunctional or players are disconnecting, the messages may be lost and not delivered via server network.

Priority: High, as text chat is important for player interaction and experience.

When Available: First increment.

Frequency Of Use: Frequently between multiple users.

Channel To Actor: Text messages are sent and received through in-game chat interface, which interacts with game server to display messages.

Secondary Actors: Game Server, Network Infrastructure

Channels To Secondary Actors:

- **Game Server**: Basic API calls to send and receive chat messages.
- **Network Infrastructure**: Handles player's connectivity and standard internet connection between device and the game server message transfer.

Open Issues:

1. How should the system handle messages if a player disconnects and reconnects? Should missed messages be stored and delivered when players reconnect?

Feedback:

1. **Preconditions:**
   - Consider adding a precondition that the chat feature must be enabled by the game session. Some games may not support chat.
2. **Scenario:**
   - Step 5: Clarify how long chat logs are stored. Are they saved only for the duration of the game, or are they stored permanently in the player's profile?

3. **Exceptions:**
    - Add an exception for cases where a player is muted or blocked by another player. How does the system handle this?
4. **Open Issues:**
    - The issue of missed messages is important. Suggest implementing a message queue that stores messages for a short period (e.g., 5 minutes) and delivers them upon reconnection.

Use case: Updating Moved Pieces

Iteration: 1

Primary Actor: Player

Goal in context: Ensure that moved game pieces are updated and synchronized in real time between the players and the server

Preconditions:

1. The player is connected to game server.
2. The game session is active, and players are synchronized.
3. The player has the right to move a piece based on game rules.

Trigger: The player interacts with game piece and moves it

Scenario:

1. A player selects a piece to move
2. The server validates the move based on game rules
3. The move is sent to server
4. Server verifies and update game state
5. Server broadcasts the updated moves to all connected players
6. Both interface for players updates and reflect the moves made
7. The updated game board is displayed on all players device

Post conditions:

1. The game state is updated and synchronized across all players
2. The move is tracked
3. All players game board shows the updated move visually

Exceptions:

- Invalid Move: If the move is not valid, then the system notifies the player and reject the action
- Ping latency: there is a delay in transmitting real time data to the server
- Disconnection: Player disconnects mid-game and the server handles reconnection

Priority: High, because real-time synchronization is important for fair game play

When available: First iteration

Frequency of Use: Continuously during gameplay

Channel to Actor: The player moves a piece through game interface, then it sends an update to the game server for synchronization.

Secondary Actors: Game Server

Channels To Secondary Actors:

- **Game Server**: performs move validation, state updates, and broadcasting game state changes

Open issues: How should system handle conflicts if both players try to move pieces simultaneously?

Feedback:

1. **Scenario:**
   - Step 2: Clarify how the server validates the move. Does it check against game rules stored on the server, or does it rely on the client's input?
   - Step 5: Add more detail about how the server broadcasts the updated moves. Is this done through a push notification system, or do clients poll the server for updates?
2. **Exceptions:**

- Add an exception for cases where the server fails to validate a move due to a bug or error. How does the system recover from this?

3. **Open Issues:**
   - The issue of simultaneous moves is critical. Suggest implementing a move queue where moves are processed in the order they are received, and conflicts are resolved based on game rules.

Use Case: Play Against AI Bot

Primary Actor: Developer

Goal in Context: To allow players to challenge the developer's AI bot on the server for skill improvement.

Preconditions:

- The developer has deployed the AI bot on the game server.
- The player has an account on the online board game platform.
- The player has a stable internet connection.

Trigger:

The player logs into the system, selects "Play Against AI," and starts a match.

Scenario:

1. The player selects the option to play against the AI bot.
2. The game server assigns the AI bot as the opponent.
3. The player starts the game and takes turns against the AI.
4. The AI bot makes moves based on its programmed strategy.
5. The player can adjust the AI difficulty level before or during the game.
6. The game updates in real time, ensuring smooth gameplay.
7. The player can use an optional analysis tool to review their moves and learn from the AI.

8. The game concludes when a player wins, the AI wins, or an end condition is met.
9. The player can choose to:
    - Start a rematch against the AI.
    - Return to the main menu.
10. The game results and AI performance metrics are saved to the player's profile for review.

Exceptions:

- If the AI bot fails to respond within a set time, the game pauses and attempts to reconnect.
- If the player disconnects, they are given a chance to rejoin within a minute and 30 seconds.
- If the AI experiences a server error, the player can restart the session or report an issue.

Priority: High

When Available:: First iteration

Frequency of Use:: Many times per day, for many users.

Channel to Actor:: The player initiates a game request through the platform.

Secondary Actors:: Game Server, AI Bot

Open Issues:: AI Difficulty Scaling – Should the AI have multiple difficulty levels, and how should they be adjusted dynamically during a match?

Feedback:

1. **Preconditions:**
    - Consider adding a precondition that the AI bot must be online and available for play.
2. **Scenario:**
    - Step 5: Clarify how the player adjusts the AI difficulty level. Is this done through a menu, or can it be done mid-game?
    - Step 7: Add more detail about the optional analysis tool. What kind of analysis is provided? Is it a replay of the game, or does it offer strategic advice?
3. **Exceptions:**
    - Add an exception for cases where the AI bot makes an invalid move due to a bug. How does the system handle this?

4. **Open Issues:**
    - The issue of AI difficulty scaling is important. Suggest implementing a dynamic difficulty system where the AI adjusts its strategy based on the player's performance during the match.

General Feedback:

- **Consistency:** Ensure that all use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). Some use cases are more detailed than others, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the server handles data synchronization, how messages are queued, or how the AI bot processes moves.
- **User Experience:** Think about the user experience in each use case. For example, how are players informed of penalties, reconnection status, or game updates? Adding more detail here can improve clarity.
- **Error Handling:** Ensure that all use cases have robust error handling, especially for network-related issues like disconnections or server errors.

Matchmaking Use Cases

1. Cancel Matchmaking Request

Actors: Player

Preconditions: The player is in the matchmaking queue but has not been paired yet.

Trigger: The player decides to leave matchmaking.

Scenario:

1. The player selects the option to cancel matchmaking.
2. The system removes the player from the

queue. **Postconditions:** The player is no longer

waiting for a match. **Exceptions:**

1. Matchmaking Already Completed – If the player is paired with an opponent at the same moment they attempt to cancel, the cancellation request may fail.

2. Network Issues – If the player's connection is unstable, the cancellation request may not process immediately, causing a delay or failure.

3. Server Downtime – If the game server is unresponsive or undergoing maintenance, the cancellation request might not be processed, leaving the player stuck in matchmaking.

Priority: High, Players should be able to leave the matchmaking queue without frustration if they no longer wish to search for a match.

Frequency of Use: Occasionally ,Players will only use this when they decide to stop searching for a match before being paired.

Channel to Actor: Game UI (cancel button in the matchmaking screen)

Secondary: Notifications (optional pop-up confirmation asking if the player wants to cancel matchmaking)

Feedback:

1. **Scenario:**
    - Step 2: Clarify how the system removes the player from the queue. Does it send a confirmation message to the player, or is it an automatic process?
    - Consider adding a step where the player is informed that they have been removed from the queue (e.g., a notification or message).
2. **Exceptions:**
    - Exception 1: Add more detail about what happens if the cancellation request fails. Does the player proceed to the match, or are they given another chance to cancel?
    - Exception 3: Clarify what happens if the server is down. Does the player receive an error message, or are they left in the queue indefinitely?
3. **Postconditions:**
    - Add a post-condition that the player is returned to the main menu or another appropriate screen after cancellation.

2. New Player Joins and Plays Their First Game

Actors: Player (Newly joined user)

Preconditions:

1. The player has created an account or is playing as a guest.
2. The game is installed and running.
3. The system is online and available for matchmaking.

Trigger: The player selects "Play" or "Join Game" for the first time.

Scenario:

1. The player starts the game and accesses the main menu.
2. The system prompts the player to choose a game .
3. If the player chooses multiplayer, they enter matchmaking.
4. The system searches for an available game session.
5. Once a match is found, the player **joins the game lobby**.
6. The system loads the match and places the player in the game environment.
7. The player begins playing their first game.
8. The match progresses as per standard game rules.

9. After the game ends, the player receives post-match results and may choose to play again or return to the main menu.

Postconditions:

1. The player has successfully played their first game.

2. Player progress (if applicable) is saved.

3. The player is ready to continue playing or exit.

Exceptions:

1. **Matchmaking Timeout** – If no suitable match is found within a given time, the player is prompted to try again or play a different mode.
2. **Server Unavailable** – If the game servers are down, the system notifies the player and prevents matchmaking.
3. **Connection Issues** – If the player's internet is unstable, they may be unable to join a match.

Priority: High**,** ensuring a smooth onboarding experience is crucial for player retention and engagement.

Frequency of Use: Once per new player

Channel to Actor:

- Game UI

- In-game Prompts

Feedback:

1. **Scenario:**
   - Step 2: Clarify what happens if the player chooses a single-player mode instead of multiplayer. Does the scenario still apply?
   - Step 4: Add more detail about how the system searches for a match. Does it prioritize certain criteria (e.g., skill level, region)?
   - Step 6: Specify how the player is placed in the game environment. Are they given a tutorial, or do they jump straight into the game?
2. **Exceptions:**
   - Exception 1: Clarify what happens if the player chooses to wait longer. Does the system continue searching, or does it offer an AI opponent?
   - Exception 3: Add an exception for cases where the player's connection is lost mid-match. How does the system handle this?

3. **Postconditions:**
    - Add a post-condition that the player's first-game experience is logged for analytics or future improvements.

3. Reconnect After Disconnection

Actors: Player, System

Preconditions: A player was disconnected from an ongoing matchmaking session.

Trigger: The player attempts to reconnect.

Scenario:

1. The player reconnects to the system.

2. The system checks if the match is still ongoing.

3. If the match is active, the player rejoins.

4. If the match is over, the player returns to the main menu.

Postconditions: The player can resume a disconnected match if possible.

Exceptions:

1. Match No Longer Exists: If the match has ended or all players have left, the system should notify the player and redirect them to the main menu.

2. Reconnect Timeout: If the player takes too long to reconnect, their session may expire, and they will be unable to rejoin.

3. Server Unavailable: If the system is undergoing maintenance or experiencing an outage, the player will be unable to reconnect.

4. Network Issues: If the player's internet connection is unstable, the system may repeatedly fail to establish a connection.

Priority: High, Ensuring smooth reconnection is crucial for a good player experience, especially for competitive or multiplayer games.

Frequency of Use: Occasionally, this feature is used only when a player gets disconnected due to network issues, crashes, or other interruptions.

Channel to Actor: Game UI

Secondary: Notifications

Feedback:

1. **Scenario:**
    - Step 2: Clarify how the system checks if the match is still ongoing. Does it ping the server, or does it rely on cached data?
    - Step 3: Add more detail about how the player rejoins the match. Are they placed back in the same position, or do they need to re-enter the game code?
2. **Exceptions:**
    - Exception 2: Clarify what happens if the session expires. Does the player receive a notification, or are they silently redirected to the main menu?
    - Exception 4: Add an exception for cases where the player's device crashes. How does the system handle this?
3. **Postconditions:**
    - Add a post-condition that the player's reconnection attempt is logged for future analysis or debugging.

4. Matchmaking with a friend

Actors: Player/User, other Player/User(Friend)

Preconditions: The player has an existing in game friend.

Trigger: The player hits play a friend option in the friends

menu. **Scenario:**

1. A player challenges their in-game friend for a friendly match.

2. The system presents the challenge offer to the other player.

3. The other player accepts the challenge.

4. The match session is initiated, and both the players are notified.

Post-conditions: The match begins between both players.

Exceptions:

1. The other player declines the match request: Upon rejection of a friendly match request, the other player is presented by a challenge declined message.

2. One or both players disconnect: If both players disconnect before the confirmation of match request, the request is terminated, and the remaining player is notified if any.

3. The other player is offline or does not reply to the match request: If the timer for the match request runs out, the challenging player is notified that the other player has

failed to accept the challenge.

Priority: Essential, needs to be implemented

Frequency: Often

Channel to actor: Game UI

Feedback:

1. **Scenario:**
    - Step 2: Clarify how the challenge offer is presented. Is it a pop-up notification, or does it appear in the friend's chat window?
    - Step 4: Add more detail about how the match session is initiated. Are the players placed in a private lobby, or do they join a public game?
2. **Exceptions:**
    - Exception 1: Add an exception for cases where the friend is already in a match. How does the system handle this?
    - Exception 3: Clarify what happens if the timer runs out. Does the system automatically cancel the request, or does it give the player an option to resend the request?
3. **Postconditions:**
    - Add a post-condition that the match result is recorded in both players' profiles.

5. Handle Matchmaking Timeout

Actors: Player

Preconditions: A player is waiting for a match, but no opponent is available.

Trigger: A matchmaking request exceeds a predefined wait time.

Main Flow:

1. The system checks if any opponent is available.

2. If no match is found within the timeout, the player receives an error saying no game was found or an option to wait longer.

3. If the player chooses to wait, reset timer, else return to homescreen.

Postconditions: The player does not wait indefinitely and has an alternative option.

Feedback:

1. **Main Flow:**
    - Step 1: Clarify how the system checks for opponents. Does it search globally, or is it limited by region or skill level?
    - Step 2: Add more detail about the error message. Is it a pop-up notification, or does it appear in the matchmaking interface?
    - Step 3: Specify what happens if the player chooses to wait longer. Does the system expand the search criteria (e.g., skill range, region)?
2. **Postconditions:**
    - Add a post-condition that the player's matchmaking preferences (e.g., skill level, region) are saved for future searches.
3. **Missing Components:**
    - Add an exception for cases where the player's connection is lost during the timeout. How does the system handle this?
    - Consider adding an option for the player to switch to a different game mode (e.g., single-player or AI opponent) if no match is found.

6. Find an Opponent with Similar Skill Level

Primary actor: System Goal in context: To match players of similar skill levels for a fair and balanced game experience.

Preconditions: Multiple players are actively searching for a match, and the system has data on their skill levels.

Trigger: A player joins the matchmaking queue.

Scenario:

1. A player enters the matchmaking queue for a selected game.

2. The system retrieves the player's ranking and skill level.

3. The system searches for another player with a similar rank.

4. If an opponent is found within the acceptable skill range, the players are paired.

5. The match session is initiated, and both players are notified.

Postcondition: The match begins with two players of similar skill levels.

Exceptions:

1. No opponent is available within the skill range → The system expands the search range after a set time.

2. A player disconnects before the match starts → The system returns the remaining player to the queue.

3. Matchmaking timeout occurs → The player is offered an AI opponent or an extended search.

Priority: High. Ensures a balanced and engaging player experience. When available: Anytime matchmaking is active.

Frequency of use: Every time a player requests matchmaking.

Channel to actors: Digital interface through game menu selection.

Feedback:

1. **Scenario:**
   - Step 2: Clarify how the system retrieves the player's ranking and skill level. Is this data stored locally or on a server?
   - Step 3: Add more detail about how the system defines "similar rank." Is there a specific range (e.g., ±100 points), or is it dynamic based on the player pool?
   - Step 5: Specify how the players are notified. Is it a pop-up notification, or does it appear in the matchmaking interface?
2. **Exceptions:**
   - Exception 1: Clarify how the system expands the search range. Does it increase the skill range, or does it also consider other factors like region or latency?
   - Exception 3: Add more detail about the AI opponent option. Is the AI difficulty adjusted based on the player's skill level?
3. **Missing Components:**
   - Add an exception for cases where the player's skill level data is missing or outdated. How does the system handle this?
   - Consider adding a post-condition that the match result is used to update the players' skill levels for future matchmaking.

7. Accept/Decline a Match

Actors: Player

Preconditions: A match has been found.

Trigger: The system pairs two players and notifies them.

Main Flow:

1. The system presents a match request to both players.

2. Each player has a short time to accept or decline.

3. If both accept, the game begins.

4. If a player declines or does not respond, the match is canceled, and the system searches for a new opponent.

Exceptions:

E1. Network Disconnection: If a player experiences a lost network connection, matchmaking is cancelled and the system searches for a new opponent.

E2. Matchmaking Timer Expired: If a player fails to respond during the timer, matchmaking is cancelled and the system does not search for a new opponent.

Postconditions:

1. Both players must confirm before a match begins.

2. Player is returned to the matchmaking interface.

Feedback:

1. **Main Flow:**
    - Step 1: Clarify how the match request is presented. Is it a pop-up notification, or does it appear in the matchmaking interface?
    - Step 2: Specify the duration of the "short time" for accepting or declining. Is this configurable, or is it a fixed value?
    - Step 4: Add more detail about how the system searches for a new opponent. Does it restart the matchmaking process, or does it prioritize other players in the queue?
2. **Exceptions:**
    - Exception 1: Add an exception for cases where both players lose connection. How does the system handle this?
    - Exception 2: Clarify what happens if the timer expires. Does the system notify the other player, or is the match silently canceled?
3. **Postconditions:**
    - Add a post-condition that the matchmaking preferences (e.g., skill level, region) are retained for the next search.
4. **Missing Components:**

- Consider adding an option for the player to provide feedback on why they declined the match (e.g., opponent's skill level, latency).

8. Match Rematch Request

Actors: Player

Preconditions: A match has ended.

Trigger: A player requests a

rematch. **Main Flow:**

1. After the match concludes, the system displays a rematch option to both players.

2. One player selects the "Request Rematch" option.

3. The system notifies the opponent about the rematch request.

4. If the opponent accepts, a new match starts with the same players and game settings.

5. If the opponent declines or does not respond within a time limit, both players are returned to the main menu.

Postconditions:

1. If both players agree, a rematch starts.
2. If either player declines, both are redirected to the main menu.

Exceptions:

1. If a player disconnects before responding, the rematch request is canceled.
2. If a rematch request is not responded to within a set time limit, it is automatically declined.

Feedback:

1. **Main Flow:**
   - Step 1: Clarify how the rematch option is displayed. Is it a pop-up notification, or does it appear in the post-match screen?
   - Step 3: Specify how the opponent is notified. Is it a pop-up notification, or does it appear in the chat interface?
   - Step 4: Add more detail about how the new match is initiated. Are the players placed in the same lobby, or do they need to re-enter the game code?

2. **Exceptions:**
    - Exception 1: Add an exception for cases where both players disconnect. How does the system handle this?
    - Exception 2: Clarify what happens if the time limit expires. Does the system notify the requesting player, or is the request silently declined?
3. **Postconditions:**
    - Add a post-condition that the rematch result is recorded in both players' profiles.
4. **Missing Components:**
    - Consider adding an option for the player to adjust game settings (e.g., difficulty, map) before the rematch starts.

General Feedback:

- **Consistency:** Ensure that all use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). Some use cases are more detailed than others, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the server handles rematch requests, how matchmaking preferences are stored, or how the system prioritizes matches.
- **User Experience:** Think about the user experience in each use case. For example, how are players informed of rematch requests, matchmaking status, or timeout errors? Adding more detail here can improve clarity.
- **Error Handling:** Ensure that all use cases have robust error handling, especially for network-related issues like disconnections or server errors.

Leaderboard Use Cases

1. View Leaderboard

Actors: Player

Preconditions: The player wishes to check the leaderboard for top players and their stats.

Trigger: The player opens the leaderboard menu.

Scenario: The player opens the leaderboard menu.

Postconditions: The system presents the player with the list of top players in their respective game fields.

Priority: High

Frequency of Use: Often

Channel to actor: Game UI

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the player opens the leaderboard menu. Is it through a button in the main menu, or is it accessible during gameplay?
    - Step 2: Add more detail about what information is displayed in the leaderboard. Does it show rankings, win/loss ratios, or other statistics?
    - Consider adding a step where the player can filter or sort the leaderboard (e.g., by region, game mode, or time period).
2. **Postconditions:**
    - Add a post-condition that the player's own ranking is highlighted or displayed prominently in the leaderboard.
3. **Missing Components:**
    - Add an exception for cases where the leaderboard data is unavailable (e.g., server downtime or database issues). How does the system handle this?
    - Consider adding a feature where the player can view detailed statistics for a specific player by clicking on their name in the leaderboard.

2. Update Leaderboard After a Game

Primary actor: System Goal in context: To ensure the leaderboard reflects the latest match results and rankings. Preconditions: A game has finished, and the system has the match outcome data. Trigger: A player wins or loses a game.

Scenario:

1. The game concludes, and the system records the result.
2. The system retrieves the affected players' leaderboard statistics.
3. The system updates rankings based on predefined criteria (e.g., wins, losses, win

rate).

4. The updated leaderboard is stored and reflected in the game interface.
5. Players can view their new rankings in the leaderboard section.

Postcondition: The leaderboard accurately reflects the latest match results.

Exceptions:

1. **The game result fails to register** → The system logs an error and retries updating.

2. **Database connection issue** → The system queues the update and attempts again

later.

Priority: High. The leaderboard must remain accurate to maintain competition integrity.

When available: After every completed match.

Frequency of use: Every time a match concludes.

Channel to actors: Digital interface displaying updated leaderboard data.

Channels to secondary actors: Game database for storing player

statistics. **Open issues:** None.

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the system records the result. Does it store it locally first, or does it immediately send it to the server?
    - Step 3: Add more detail about how the rankings are updated. Is it based on a points system, or does it use a more complex algorithm (e.g., Elo rating)?
    - Step 4: Specify how the updated leaderboard is reflected in the game interface. Is it updated in real-time, or is there a delay?
2. **Exceptions:**
    - Exception 1: Add more detail about how the system retries updating. Does it retry immediately, or is there a delay?
    - Exception 2: Clarify how long the system queues the update before attempting again. Is this configurable, or is it a fixed value?
3. **Postconditions:**
    - Add a post-condition that the updated leaderboard is accessible to all players, not just the ones involved in the match.
4. **Missing Components:**
    - Add an exception for cases where the match result is disputed (e.g., due to cheating or a bug). How does the system handle this?
    - Consider adding a feature where players can view a history of their ranking changes over time.

General Feedback:

- **Consistency:** Ensure that both use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). The second use case is more detailed than the first, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the leaderboard data is stored, how updates are propagated to all players, or how the system handles concurrent updates.
- **User Experience:** Think about the user experience in each use case. For example, how are players informed of their ranking changes, or how can they interact with the leaderboard (e.g., filtering, sorting)? Adding more detail here can improve clarity.

Error Handling: Ensure that both use cases have robust error handling, especially for cases where the leaderboard data is unavailable or outdated.

Authentication Use Case Description

Use Case: User Registration

Iteration: 2

Primary Actor: User

Goal in Context: Allow a user to create an account by providing necessary credentials.

Preconditions:

- The user device is powered on.
- The user navigates to the registration page on the website.
- The website is operating without any technical issues.
- The user has a valid email address.

Triggers:

- The user selects the ‘Register’ option from the website homepage.

Scenario:

1. The user selects the "Register" option on the website homepage.
2. The system prompts the user to enter the name and date of birth.
3. The system prompts the user to enter a username, password, and email address.
4. The user inputs the required credentials and submits the form.
5. The system checks if the username is unique, and the password meets security requirements.
6. If valid, the system sends an account verification email with a one-time password.
7. Otherwise, user will have to choose another username or password.

8. The user enters the one-time password into the given textbox.
9. The system activates the user account.
10. The user is redirected to the sign-in page.

Postconditions:

- The user successfully creates an account.
- The system stores user credentials securely.
- The user can log in with the registered credentials.

Exception:

- The username is already taken.
- The email is already registered.
- The password does not meet security criteria.
- The email with one time password hasn't been received.

Priority: High (New user will not have the access to the system without it)

When Available: Always accessible on the registration page.

Frequency of Use: Once per user, unless registering multiple accounts. **Channel to Actors:** Web browser, system UI, email access.

Secondary Actors: Email system.

Channel to Secondary Actors: None

Open Issues:

- Preventing spam registrations.

Feedback:

1. **Preconditions:**

    - Add a precondition that the user must agree to the terms and conditions before registering.
    - Consider adding a precondition that the user's device must have a stable internet connection.
2. **Scenario:**
    - Step 2: Clarify why the system asks for the user's name and date of birth. Is this information required for account creation, or is it optional?
    - Step 5: Add more detail about the password security requirements (e.g., minimum length, special characters).
    - Step 6: Specify how long the one-time password is valid (e.g., 10 minutes).
    - Step 8: Clarify what happens if the user enters the wrong one-time password. Are they given multiple attempts, or is the account locked?

· **Exceptions:**

- Add an exception for cases where the email system fails to send the one-time password. How does the system handle this?
- Consider adding an exception for cases where the user's device loses internet connectivity during registration.

· **Postconditions:**

- Add a post-condition that the user receives a confirmation message upon successful registration.

· **Open Issues:**

- Consider adding a CAPTCHA or other anti-spam measures to prevent automated registrations.

Use Case: User login

Iteration: 1

Primary Actor: User/Gamer

Goal in context: Allow the user to login into their account using user ID and password

Preconditions:

· The user device is powered on

- The navigated to the website on their browser using URL
- The user device is connected with stable internet
- The website is operating without any technical issues

Triggers: The user initiates the login process by selecting the ‘Sign in’ option from the website homepage.

Scenario:

1. The user selects the “Sign in” form the website home page.
2. The system prompt user with two textboxes to enter the username and password.
3. Both textboxes are mandatory before the user can click the login button below the textboxes.
4. After the user enters their username and password and click the login button, the system verifies the entered values against the data saved in database. If the data matches the system proceeds to the next step, otherwise system display the error “username or password does not match”.
5. The user account will be temporarily blocked after 5 wrong password attempts.
6. The system displays the two-factor authentication page, where the user needs to input the one-time password that was sent to their email address. Once the one- time password is verified the system proceed to the next step, otherwise system displays the error “Value entered by the user does not match” and ask user to input value again.
7. The system will have the option to resent the one-time password if user didn’t receive it.
8. The user will be able to see different menu options once the user signed in.

Post conditions:

- The user successfully able to sign into the system
- The user able to access/view the information related to their profile

Exception:

- The website becomes unresponsive

- The website not able to communicate with the server
    - The user is getting the failed sign-in message even after entering the correct username and password.
- The user does not receive a two-factor authentication code
    - User is getting the error even after entering the correct two-factor authentication code

Priority: High (It is required for the user to access the games in the platform)

When Available: It is available on website homepage after the user use the URL to open the website in the browser.

Frequency of Use: Once per session

Channel to actors: User system screen, keyboard (Virtual in case of touch device), browser, and internet

Secondary actors: None

Channel to secondary actors: None

Open issues:

- Handling the cases temporary account block due to more than 5 wrong password attempts.
- How to handle the situation when user does not have the access to their email address.

Feedback:

1. **Scenario:**
    - Step 4: Add more detail about how the system verifies the username and password. Does it use encryption or hashing?
    - Step 5: Clarify how long the account is temporarily blocked (e.g., 30 minutes).
    - Step 6: Specify how long the one-time password is valid (e.g., 5 minutes).
    - Step 7: Add more detail about how the system resends the one-time password. Does it send it to the same email, or can the user provide a different email?
2. **Exceptions:**
    - Add an exception for cases where the user's device loses internet connectivity during login.
    - Consider adding an exception for cases where the user's account is permanently blocked due to multiple failed login attempts.
3. **Postconditions:**
    - Add a post-condition that the user's login activity is logged for security purposes.

4. **Open Issues:**
    - Consider adding an option for the user to unlock their account by verifying their identity (e.g., answering security questions).

Use Case: Forget password

Iteration: 1

Primary Actor: User/Gamer

Goal in context: Allow the user to reset their password

Preconditions:

- The user device is powered on
- The navigated to the website on their browser using URL
- The user device is connected with stable internet
- The website is operating without any technical issues

Triggers: The user forget the password

Scenario:

1. The user selects the 'Sign in' form the website home page.
2. The user selects the 'forget password' form the sign in page.
3. The system prompt user with textbox to enter the username associated with the user account.
4. The user will click the reset password button after entering the username
5. The system will prompt with page asking user to add a one-time password sent on the user email address. Once the one-time password is verified the system proceed to the next step, otherwise system displays the error "Value entered by the user

does not match to the system value" and ask user to input value again.

6. The system will have the option to resent the one-time password if user didn't receive it.
7. The system will prompt a new window requesting the user to enter the new password and verify password using the two distinct textboxes. The user will select the reset password button after this. If the both the password matches and are meeting the complexity requirements, user will be receiving the message "password reset successfully. Otherwise, user will get the message "select other password".
8. The system will display the sign in window again once the password reset is successful.

Post conditions:

- The user able to successfully reset their password
- The user able to log into their account using the sign in window

Exception:

- The website becomes unresponsive
- The website not able to communicate with the server
- The user does not receive a one-time password
- User is getting the error even after entering the correct pone time password

Priority: High (user will not be able to access the account without a valid password)

When Available: It is available on website homepage after the user use the URL to open the website in the browser.

Frequency of Use: Rarely

Channel to actors: User system screen, keyboard (Virtual in case of touch device), browser, and internet

Secondary actors: None

Channel to secondary actors: None

Open issues: How to deal with the situation where the user does not have the access to their email address to receives the one-time password.

Feedback:

1. **Scenario:**
    - Step 3: Clarify what happens if the username entered by the user does not exist in the system. Does the system display an error message?
    - Step 5: Specify how long the one-time password is valid (e.g., 10 minutes).
    - Step 7: Add more detail about the password complexity requirements (e.g., minimum length, special characters).
2. **Exceptions:**
    - Add an exception for cases where the user's device loses internet connectivity during the password reset process.
    - Consider adding an exception for cases where the user's account is locked due to multiple failed password reset attempts.
3. **Postconditions:**
    - Add a post-condition that the user's password reset activity is logged for security purposes.
4. **Open Issues:**
    - Consider adding an option for the user to reset their password using a secondary email or phone number.

Use Case: Reset password

Iteration: 1

Primary Actor: User

Goal in context: Allow the user to reset the password from the user profile settings

Preconditions:

- The user signed into the account
- The user navigates to the profile settings

Triggers: The user select the reset password option from profile setting page

Scenario:

1. The user selects the reset password from the profile settings page.

2. The user prompt with two textboxes to enter the new password and verify it
3. The user will receive a ‘password reset successfully’ message when password

selected by the user met the complexity requirements, otherwise system will ask user to select another password.

Post conditions:

1. The password on the user account is reset
2. User remain signed in into the account
3. Users require to use new password for future sign in attempts

Exception:

1. The system stops responding once user hit reset button after entering password in textboxes.

2. The system displays the error and asks user to enter the value again.

Priority: Low

When Available: User already signed into the account

Frequency of Use: Rare

Channel to actors: Web browser, system UI.

Secondary actors: None

Channel to secondary actors: None

Open issues: None

Feedback:

1. **Scenario:**
   - Step 2: Add more detail about the password complexity requirements (e.g., minimum length, special characters).
   - Step 3: Clarify what happens if the user enters mismatched passwords in the two textboxes. Does the system display an error message?
2. **Exceptions:**

- Add an exception for cases where the user's device loses internet connectivity during the password reset process.
- Consider adding an exception for cases where the user's account is locked due to multiple failed password reset attempts.

3. **Postconditions:**
   - Add a post-condition that the user's password reset activity is logged for security purposes.
4. **Open Issues:**
   - Consider adding an option for the user to reset their password using a secondary email or phone number.

Use Case: Change email address

Iteration: 1

Primary Actor: User/Gamer

Goal in context: The user wants to change the email address associated with their account

Preconditions:

- The user signed into the account
- The user navigates to the profile settings

Triggers: The user select the change email option from profile setting page

Scenario:

1. The user selects the change email option from profile setting page
2. The system prompts the user to add a new email address
3. The system verifies if the email address is not already registered. The user asked to enter the other email address in case where email already registered.
4. The system sends a verification code to the new email address.
5. The user required to enter the code in the textbox and click verify.
6. The system prompts the message "email address updated successfully"

Post conditions:

- The email on the user account is updated successfully
- User remain signed in into the account
- Users require to use new email address for future sign in attempts

Exception:

- The system stops responding once user hit update button after entering email address in textbox.
- The system displays the error and asks user to enter the value again.

Priority: low

When Available: User already signed into the account

Frequency of Use: Rare

Channel to actors: Web browser, system UI.

Secondary actors: None

Channel to secondary actors: None

Open Issues: None

Feedback:

1. **Scenario:**
   - Step 3: Clarify what happens if the user enters an invalid email address (e.g., missing @ symbol). Does the system display an error message?
   - Step 4: Specify how long the verification code is valid (e.g., 10 minutes).
   - Step 5: Clarify what happens if the user enters the wrong verification code. Are they given multiple attempts, or is the process aborted?
2. **Exceptions:**
   - Add an exception for cases where the user's device loses internet connectivity during the email change process.

- Consider adding an exception for cases where the user's account is locked due to multiple failed email change attempts.

3. **Postconditions:**
   - Add a post-condition that the user's email change activity is logged for security purposes.
4. **Open Issues:**
   - Consider adding an option for the user to verify their identity (e.g., entering their current password) before changing their email address.

Use Case: Logout

Iteration: 1

Primary Actor: User

Goal in Context: Allow the user to securely log out of their account, ensuring the "Remember Me" mechanism is handled correctly.

Preconditions:

- The user is logged in.
- The website is operating normally.
- The user may have previously selected the "Remember Me" option.

Triggers:

- The user selects the "Logout" option.

Scenario:

1. The user selects the "Logout" option from the dashboard.
2. The system terminates the active session.
3. The system checks if the user had enabled the "Remember Me" feature.
4. If "Remember Me" was enabled, the system deletes the stored authentication token.

5. The system redirects the user to the login page.
6. The system confirms that no active session or authentication token remains.

Postconditions:

- The user is successfully logged out.
- The session is securely terminated.
    - Any "Remember Me" authentication token is invalidated, requiring re-authentication next time.

Exception:

- The system fails to terminate the session properly.
- The "Remember Me" token persists after logout, allowing unintended access.
- The user session remains active beyond logout.

Priority: Medium

When Available: Always available on the user dashboard.

Frequency of Use: Once per session.

Channel to Actors: Web browser, system UI.

Secondary Actors: Session manager, authentication token management system.

Channel to Secondary Actors: None

Open Issues:

- Ensuring all authentication tokens are invalidated properly upon logout.
- Handling cases where token deletion fails.
- Implementing forced logout for long-lived "Remember Me" sessions if necessary.

Feedback:

1. **Scenario:**
    - Step 2: Add more detail about how the system terminates the active session. Does it delete session cookies, or does it invalidate the session on the server?
    - Step 4: Clarify how the system deletes the stored authentication token. Is this done on the client side, server side, or both?
    - Step 6: Specify how the system confirms that no active session or authentication token remains. Does it perform a check on the server?
2. **Exceptions:**
    - Add an exception for cases where the user's device loses internet connectivity during the logout process.
    - Consider adding an exception for cases where the user's session is hijacked (e.g., by another user).
3. **Postconditions:**
    - Add a post-condition that the user's logout activity is logged for security purposes.
4. **Open Issues:**
    - Consider adding an option for the user to log out of all devices (e.g., if they suspect unauthorized access).

Use Case: "Remember me"

Iteration: 1

Primary Actor: User

Goal in Context: Identify a user once, so that the user doesn't have to re-login every time a user is accessing the game. A token will be created as identification when the user logins, and a time to live will be associated with the token

Preconditions:

- The user is on the login page about to login.
- And typing the user accounts credentials.

Triggers:

- The user ticks the "Remember me" checkbox.

· And presses the login button to login

Scenario:

1. The user is in the login page.
2. The user types in their account credentials in the available input fields.
3. The user ticks the “Remember me” checkbox
4. The user presses the login button, and logins to their account.

Postconditions:

· The user entered the correct account credentials details.

· The user logins successfully without any errors.

· An identification token is created to identify the user, so that they don’t have to re-login each time. But a time to live is associated with the token – token will be invalid after certain amount of life span

Exception:

· The user enters the wrong account credentials; thus, login is unsuccessful.

· The user attempts a failed login, and so an identification token is not created to identify the user – to prevent re login every time the user accesses the game.

· The token has expired, and the user has to re login

Priority: Medium

When Available: Always available in the login screen as an option.

Frequency of Use: Every new login attempts is made.

Channel to Actors: System login page.

Secondary Actors: Token identification management

Channel to Secondary Actors: None

Open Issues:

- Creating a mechanism on implementing the identification token.
- Ensuring that the identification works as intended.
- Making sure that the tokens are destroyed when the user logouts.

Feedback:

1. **Scenario:**
    - Step 3: Clarify what happens if the user does not tick the “Remember me” checkbox. Does the system still create a token, or is it skipped?
    - Step 4: Add more detail about how the token is created. Is it stored locally on the user’s device, or is it stored on the server?
2. **Exceptions:**
    - Add an exception for cases where the user’s device loses internet connectivity during the login process.
    - Consider adding an exception for cases where the token is compromised (e.g., by another user).
3. **Postconditions:**
    - Add a post-condition that the user’s login activity is logged for security purposes.
4. **Open Issues:**

Consider adding an option for the user to revoke the “Remember me” token (e.g., if they suspect unauthorized access).

Game Logic Use Cases

USE CASE DIAGRAM AND DESCRIPTIONS - CHECKERS

Use case: Move piece

Primary Actor: Player

Goal in context: Allow the player to select one of their pieces and move it to an available space on the board

Preconditions:

- It is the player's turn
- There are available spaces for a selected piece to move

Trigger: Player wants to make a move

Scenario:

1. Player selects a piece of their colour that they would like to move
2. Player chooses an available location to move the piece
3. Piece moves to the new square

Post conditions: Piece is displayed in its new location on the board

Exceptions:

- Game is over

Priority: High

Frequency of use: Many times per game

Channel to actor: GUI

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

Scenario:

Step 1: Clarify how the player selects a piece. Is it through a mouse click, touchscreen, or another input method?

Step 2: Add more detail about how the system determines "available locations." Does it highlight valid moves, or does the player need to know the rules?

- Step 3: Specify how the system handles invalid moves (e.g., if the player tries to move to an invalid square).

2. **Exceptions:**
   - Add an exception for cases where the player tries to move an opponent's piece. How does the system handle this?
   - Consider adding an exception for cases where the player's device loses internet connectivity during the move.
3. **Postconditions:**
   - Add a post-condition that the system updates the game state (e.g., records the move in the game history).
4. **Missing Components:**
   - Add a step where the system checks if the move results in a capture (e.g., jumping over an opponent's piece).
   - Consider adding a step where the system checks if the move results in a king promotion (e.g., reaching the last row).

Use case: Resign

Primary Actor: Player

Goal in context: Allow player to end the game

Preconditions:

- The game has not yet ended **Trigger:**

Player wants to stop playing **Scenario:**

1. Player presses resign option

2. Game announces that opponent has won

Post conditions: Game has ended **Exceptions:**

- The game has already ended

Priority: Medium

Frequency of use: Once per game

Channel to actor: GUI **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**

- Step 1: Clarify how the player accesses the resign option. Is it through a menu, button, or keyboard shortcut?
- Step 2: Add more detail about how the system announces the opponent's win. Does it display a message, play a sound, or both?

2. **Exceptions:**
   - Add an exception for cases where the player's device loses internet connectivity during the resign process.
   - Consider adding an exception for cases where the opponent has also resigned simultaneously.
3. **Postconditions:**
   - Add a post-condition that the system records the resignation in the game history.
4. **Missing Components:**
   - Consider adding a confirmation step before the resignation is finalized (e.g., "Are you sure you want to resign?").

Use case: Reset Game

Primary Actor: Player

Goal in context: Allow player to request rematch

Preconditions:

- The game has ended

Trigger: Player wants to have a rematch

Scenario:

1. Player selects rematch option
2. System announces that player has requested rematch
3. Opponent selects rematch option

Post conditions: Game returns to starting state

Exceptions:

- Game is not over

Priority: Low

Frequency of use: Once per match

Channel to actor: GUI

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the player accesses the rematch option. Is it through a menu, button, or keyboard shortcut?
    - Step 2: Add more detail about how the system announces the rematch request. Does it display a message, play a sound, or both?
    - Step 3: Specify what happens if the opponent declines the rematch request. Does the system return to the main menu, or does it offer other options?
2. **Exceptions:**
    - Add an exception for cases where the player's device loses internet connectivity during the rematch process.
    - Consider adding an exception for cases where the opponent does not respond to the rematch request within a certain time limit.
3. **Postconditions:**
    - Add a post-condition that the system records the rematch request in the game history.
4. **Missing Components:**
    - Consider adding a step where the system resets the game state (e.g., clears the board, resets the timer).

Use case: Check for win

Primary Actor: System

Goal in context: Allow system to check if a player has won the game

Preconditions:

- The game has not ended yet

Trigger: Player makes a move

Scenario:

1. System checks if opponent can make a move

2. System checks if player can make a move

Post conditions: Game announces winner or continues to opponent turn

Exceptions:

- Game is over

Priority: High

Frequency of use: Many times per game

Channel to actor: N/A

Secondary actors: Player **Channel to secondary actors:** GUI **Open issues:** N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the system checks if the opponent can make a move. Does it simulate possible moves, or does it check for remaining pieces?
    - Step 2: Add more detail about how the system checks if the player can make a move. Does it consider all possible moves, or just the current position?
2. **Exceptions:**
    - Add an exception for cases where the system fails to detect a win condition (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the win check.
3. **Postconditions:**
    - Add a post-condition that the system records the win in the game history.
4. **Missing Components:**
    - Consider adding a step where the system checks for a king promotion as part of the win condition.

Use case: Check for tie

Primary Actor: System

Goal in context: Allow system to check if there is a draw

Preconditions:

- The game has not ended yet

Trigger: Player makes a move

Scenario:

1. System checks if opponent can still move
2. System checks if player can still move
3. System checks if positions have repeated
4. System checks if there have been no captures for 40 moves

Post conditions: Game announces draw or continues to next turn

Exceptions:

- Game is over

Priority: High

Frequency of use: Many times per game

Channel to actor: N/A

Secondary actors: Player **Channel to secondary actors:** GUI **Open issues:** N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the system checks if the opponent can still move. Does it simulate possible moves, or does it check for remaining pieces?
    - Step 2: Add more detail about how the system checks if the player can still move. Does it consider all possible moves, or just the current position?
    - Step 3: Specify how the system tracks repeated positions. Does it store a history of board states?
    - Step 4: Clarify how the system tracks the number of moves without captures. Does it reset the counter after a capture?
2. **Exceptions:**
    - Add an exception for cases where the system fails to detect a tie condition (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the tie check.
3. **Postconditions:**
    - Add a post-condition that the system records the tie in the game history.
4. **Missing Components:**
    - Consider adding a step where the system checks for stalemate conditions (e.g., no legal moves but no win condition).

Use case: Announce win

Primary Actor: System

Goal in context: Allow system to announce the winner of the game

Preconditions:

- The game has not ended yet

Trigger: System has detected that a player can no longer move, or a player resigns

Scenario:

1. System announces which player has won the game

Post conditions: Game ends

Exceptions:

- Game is over

Priority: High

Frequency of use: Once per game

Channel to actor: N/A **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Add more detail about how the system announces the winner. Does it display a message, play a sound, or both?
2. **Exceptions:**
    - Add an exception for cases where the system fails to announce the winner (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the announcement.
3. **Postconditions:**
    - Add a post-condition that the system records the win announcement in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use case: Announce draw

Primary Actor: System

Goal in context: Allow system to announce that there is a draw

Preconditions:

- The game has not ended yet

Trigger: System has checked that one of three draw conditions have been fulfilled

Scenario:

1. System announces that there is a draw

Post conditions: Game ends

Exceptions: N/A

Priority: High

Frequency of use: Once per game

Channel to actor: N/A **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Add more detail about how the system announces the draw. Does it display a message, play a sound, or both?
2. **Exceptions:**
   - Add an exception for cases where the system fails to announce the draw (e.g., due to a bug).
   - Consider adding an exception for cases where the player's device loses internet connectivity during the announcement.
3. **Postconditions:**
   - Add a post-condition that the system records the draw announcement in the game history.
4. **Missing Components:**
   - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use case: End game

Primary Actor: System

Goal in context: Allow system to stop the current game between players

Preconditions:

- A player has won, or a draw has occurred **Trigger:** System announces either a win or a draw **Scenario:**

1. System stops the game and does not go to the next turn **Post conditions:** Game can no longer be played, rematch option is available

Exceptions: N/A

Priority: High

Frequency of use: Once per game

Channel to actor: N/A **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Add more detail about how the system stops the game. Does it disable player inputs, clear the board, or both?
2. **Exceptions:**
    - Add an exception for cases where the system fails to stop the game (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the game end process.
3. **Postconditions:**
    - Add a post-condition that the system records the game end in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

General Feedback:

- **Consistency:** Ensure that all use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). Some use cases are more detailed than others, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the system handles game state updates, move validation, or win/tie detection.

- **User Experience:** Think about the user experience in each use case. For example, how are players informed of game outcomes, or how can they interact with the system (e.g., resign, rematch)? Adding more detail here can improve clarity.
- **Error Handling:** Ensure that all use cases have robust error handling, especially for network-related issues like disconnections or server errors.

USE CASE DIAGRAM AND DESCRIPTIONS - CONNECT 4

Use Case: Place Red Piece
Primary Actor: Player 1
Goal in context: Place a Red piece onto board
Preconditions:

- It is player 1 turn
- Placement is valid
- Board is not full

Trigger: It's player 1 turn to place a piece
Scenario:

1. Player 1 selects valid(not full) columns to place their piece
2. Red Piece is placed onto the board

Post conditions: Red Piece is placed on the board

Exceptions:

- Game is over
- Board/Column is full

Priority: High
Frequency of use: Many times per game
Channel to actor: GUI Team
Secondary actors: N/A
Channel to secondary actors: N/A
Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how Player 1 selects a column. Is it through a mouse click, touchscreen, or another input method?
    - Step 2: Add more detail about how the system places the piece. Does it animate the piece falling into the column, or does it appear instantly?
2. **Exceptions:**
    - Add an exception for cases where the player tries to place a piece in an invalid column (e.g., outside the board).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the move.
3. **Postconditions:**
    - Add a post-condition that the system updates the game state (e.g., records the move in the game history).
4. **Missing Components:**
    - Consider adding a step where the system checks if the move results in a win (e.g., 4 in a row).

Use Case: Declare Tie

primary Actor: Game System

Goal in context: Check and Declare a Tie

Preconditions: N/A

Trigger: Board is full and Neither player won

Scenario:

1. Player placed a piece

2. The system check if the player has won or not

3. If the player hasn't won and the board if full, declare a Tie

Post Conditions: The game ended

Exceptions:

- Player 1 or Player 2 win before the board is full

Priority: High

Frequency of use: Often **Channel to actor:** GUI Team **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the system detects that the board is full. Does it count the number of pieces, or does it check each column?
    - Step 2: Add more detail about how the system checks for a win. Does it scan the entire board, or just the area around the last move?
2. **Exceptions:**
    - Add an exception for cases where the system fails to detect a tie (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the tie check.
3. **Postconditions:**
    - Add a post-condition that the system records the tie in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Declare Winner

primary Actor: Game System

Goal in context: Check and Declare a Winner

Preconditions:

- Game not end

Trigger: Player 1 have 4 in a row

Scenario:

1. Player 1 placed a piece
2. The system check if the player has won or not
3. The system detected that Player 1 had 4 in a row
4. The system declared that Player 1 is the Winner

Post Conditions: The game ended

Exceptions:

- Board is full and neither player win

Priority: High

Frequency of use: Very Frequent
Channel to actor: GUI Team **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 2: Add more detail about how the system checks for a win. Does it scan the entire board, or just the area around the last move?
    - Step 4: Specify how the system declares the winner. Does it display a message, play a sound, or both?
2. **Exceptions:**
    - Add an exception for cases where the system fails to detect a win (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the win check.
3. **Postconditions:**
    - Add a post-condition that the system records the win in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Resign
primary Actor: Player 1
Goal in context: Player 1 is trying to resign
Preconditions:
- Game not end

Trigger: Player 1 decided to resign
Scenario:

1. Player 1 open the game menu
2. Player 1 selected resign option
3. The game system announced Player 2 won

Post Conditions: The game ended

Exceptions: N/A **Priority:**
High **Frequency of use:**
Often

Channel to actor: GUI Team

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: What happen if two player resigned simultaneously?

Feedback:

1. **Scenario:**
    - Step 1: Clarify how Player 1 accesses the game menu. Is it through a button, keyboard shortcut, or another method?
    - Step 3: Add more detail about how the system announces Player 2's win. Does it display a message, play a sound, or both?
2. **Exceptions:**
    - Add an exception for cases where the player's device loses internet connectivity during the resign process.
    - Consider adding an exception for cases where the opponent has also resigned simultaneously.
3. **Postconditions:**
    - Add a post-condition that the system records the resignation in the game history.
4. **Missing Components:**
    - Consider adding a confirmation step before the resignation is finalized (e.g., "Are you sure you want to resign?").

Use Case: Play Again

primary Actor: Player 1

Goal in context: Player 1 wants a rematch with Player 2

Preconditions:

- Game Ended

Trigger: Player 1 decided to rematch with Player 2

Scenario:

1. Player 1 open the game menu

2. Player 1 selects "Rematch" option

3. The game system send a notification to Player 2 and wait for a response

4. Player 2 agree to Player 1 offer and selects "accept" on Player 1 request

Post Conditions: New Game Started

Exceptions:

- Player 2 rejects Player 1 offer

- Player 2 didn't response to Player 1 within a certain amount of time

Priority: Medium

Frequency of use: Sometimes **Channel to actor:** GUI Team **Secondary actors:**
Player 2
Channel to secondary actors: Need Confirmation from Player 2 in order to rematch

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Clarify how Player 1 accesses the game menu. Is it through a button, keyboard shortcut, or another method?
   - Step 3: Add more detail about how the system sends the notification to Player 2. Does it display a message, play a sound, or both?
   - Step 4: Specify what happens if Player 2 declines the rematch request. Does the system return to the main menu, or does it offer other options?
2. **Exceptions:**
   - Add an exception for cases where the player's device loses internet connectivity during the rematch process.
   - Consider adding an exception for cases where Player 2 does not respond to the rematch request within a certain time limit.
3. **Postconditions:**
   - Add a post-condition that the system records the rematch request in the game history.
4. **Missing Components:**
   - Consider adding a step where the system resets the game state (e.g., clears the board, resets the timer).

General Feedback:

- **Consistency:** Ensure that all use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). Some use cases are more detailed than others, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the system handles game state updates, move validation, or win/tie detection.
- **User Experience:** Think about the user experience in each use case. For example, how are players informed of game outcomes, or how can they interact with the system (e.g., resign, rematch)? Adding more detail here can improve clarity.

Error Handling: Ensure that all use cases have robust error handling, especially for network-related issues like disconnections or server errors.

USE CASE DIAGRAM AND DESCRIPTIONS - TIC-TAC-TOE

Use Case: Place [X] / Place [O]
Primary Actor: Player [X] / Player [O] **Goal in context**: Place symbol onto board **Preconditions:**

- It is the current player's turn
- Placement is valid

Trigger: Player is ready to place symbol
Scenario:

1. Player selects valid location to place symbol
2. Symbol is placed onto the board

Post conditions: Symbol is placed onto the board
Exceptions:

- Game is over

Priority: High
Frequency of use: Several times per game

Channel to actor: GUI
Secondary actors: N/A
Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the player selects a location. Is it through a mouse click, touchscreen, or another input method?
    - Step 2: Add more detail about how the system places the symbol. Does it animate the symbol appearing, or does it appear instantly?
2. **Exceptions:**
    - Add an exception for cases where the player tries to place a symbol in an invalid location (e.g., outside the board or on an occupied cell).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the move.
3. **Postconditions:**
    - Add a post-condition that the system updates the game state (e.g., records the move in the game history).
4. **Missing Components:**
    - Consider adding a step where the system checks if the move results in a win (e.g., 3 in a row).

Use Case: Track Player Order

Primary Actor: System

Goal in context: Track which player goes first

Preconditions:

- Game has started **Trigger:**

Constant tracking **Scenario:**

1. Check to see if player has moved

2. Once player has moved, switch tracking to other player

Post conditions: Current player's turn is shown

Exceptions:

- At initial match start, pick random player

Priority: High

Frequency of use: Constant during the game

Channel to actor: N/A

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Clarify how the system checks if the player has moved. Does it wait for input, or does it poll the game state?
    - Step 2: Add more detail about how the system switches tracking to the other player. Does it update the GUI, or does it simply change an internal variable?
2. **Exceptions:**
    - Add an exception for cases where the system fails to switch turns (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the turn switch.
3. **Postconditions:**
    - Add a post-condition that the system records the turn switch in the game history.
4. **Missing Components:**
    - Consider adding a step where the system displays a message indicating whose turn it is (e.g., "Player X's turn").

Use Case: Validate Placement

Primary Actor: System

Goal in context: Check to see if piece placement is valid

Preconditions:

- The game is currently in progress

Trigger: The player has selected the board cell to place piece in

Scenario:

1. The player selects a cell to place their respective piece in

2. The game checks to see if the cell is already filled with another piece

3. The game returns a boolean to say if the cell is filled or not **Post conditions:** The system returns a boolean saying if the placement is valid or not

Exceptions:

- If the player clicks outside the board, do not check

Priority: High

Frequency of use: Once per piece placement selection

Channel to actor: N/A

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 2: Add more detail about how the system checks if the cell is filled. Does it compare the cell's state to a predefined value, or does it check the game board array?
    - Step 3: Clarify how the system uses the boolean result. Does it prevent the player from placing the piece, or does it display an error message?
2. **Exceptions:**
    - Add an exception for cases where the system fails to validate the placement (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the validation process.
3. **Postconditions:**
    - Add a post-condition that the system records the validation result in the game history.
4. **Missing Components:**
    - Consider adding a step where the system highlights invalid moves (e.g., by displaying an error message).

Use Case: Check For Win

Primary Actor: System

Goal in context: Check to see if a player has won the game

Preconditions:

- The game has not ended
- No player has resigned

Trigger: A player's piece placement was validated

Scenario:

1. Check lines that contain the piece just placed
2. If there exists a 3 in a row of the same placed piece, declare that player a winner, else do nothing

Post conditions: Declare if that player has won the game or not

Exceptions: N/A

Priority: High

Frequency of use: Once after a piece has been placed

Channel to actor: N/A

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Add more detail about how the system checks for 3 in a row. Does it scan the entire board, or just the area around the last move?
    - Step 2: Specify how the system declares the winner. Does it display a message, play a sound, or both?
2. **Exceptions:**
    - Add an exception for cases where the system fails to detect a win (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the win check.
3. **Postconditions:**
    - Add a post-condition that the system records the win in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Check For Tie

Primary Actor: System

Goal in context: Check to see if the game has tied

Preconditions:

- Game has not ended

- The board is full

Trigger: The player places the last piece that causes the board to be filled

Scenario:

1. Check entire board to see if there exists a 3 in a row of the current player's piece
2. Return true if the player has no 3 in a row, else return false **Post conditions:** The system gets a boolean stating if the game has ended in a tie or not

Exceptions:

- Do not check for a tie if a player resigns when the board gets filled

Priority: High

Frequency of use: Every time the board is filled

Channel to actor: N/A

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Add more detail about how the system checks for 3 in a row. Does it scan the entire board, or just the area around the last move?
   - Step 2: Specify how the system uses the boolean result. Does it declare a tie, or does it continue the game?
2. **Exceptions:**
   - Add an exception for cases where the system fails to detect a tie (e.g., due to a bug).
   - Consider adding an exception for cases where the player's device loses internet connectivity during the tie check.
3. **Postconditions:**
   - Add a post-condition that the system records the tie in the game history.
4. **Missing Components:**
   - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Resign

Primary Actor: Player [O] / Player [X]

Goal in context: Let a player declare their defeat

Preconditions:

- The game has not ended already **Trigger:** Player presses the resign button **Scenario:**

1. Player presses the resign button

2. Game asks to make sure of their choice

3. If they confirm it, then they have resigned the game **Post conditions:** The player has resigned and has lost the game **Exceptions:**

- Do not let player resign when the other player already resigned

Priority: Low

Frequency of use: Dependent on the players

Channel to actor: GUI

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Clarify how the player accesses the resign button. Is it through a menu, button, or keyboard shortcut?
   - Step 2: Add more detail about how the game asks for confirmation. Does it display a pop-up, or does it use another method?
2. **Exceptions:**
   - Add an exception for cases where the player's device loses internet connectivity during the resign process.
   - Consider adding an exception for cases where the opponent has also resigned simultaneously.
3. **Postconditions:**
   - Add a post-condition that the system records the resignation in the game history.
4. **Missing Components:**
   - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Declare A Winner

Primary Actor: N/A

Goal in context: Announce if a player has won the game

Preconditions:

- No player has been declared winner at this point **Trigger:** One player places their piece on the board **Scenario:**

- Check to see if that placement completes a 3 in a row

- If it does, then declare that player the winner

Post conditions: One player is declared the winner of this match

Exceptions:

- If a player leaves mid-game, then the other player automatically wins do matter the current state of the board

Priority: High **Frequency of use:** Often **Channel to actor:** N/A **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
    - Step 1: Add more detail about how the system checks for 3 in a row. Does it scan the entire board, or just the area around the last move?
    - Step 2: Specify how the system declares the winner. Does it display a message, play a sound, or both?
2. **Exceptions:**
    - Add an exception for cases where the system fails to declare the winner (e.g., due to a bug).
    - Consider adding an exception for cases where the player's device loses internet connectivity during the win declaration.
3. **Postconditions:**
    - Add a post-condition that the system records the win in the game history.
4. **Missing Components:**
    - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Declare A Tie

Primary Actor: N/A

Goal in context: Announce that there has been a tie and that no player wins

Preconditions:

- No player has been declared winner at this point

Trigger: The current player fills the board

Scenario:

1. Check to see if neither player has won
2. If this is the case, then declare a tie

Post conditions: Neither player is declared the winner of this match

Exceptions:

- If a player has won when the board is full, then that takes precedence over calling a tie game

Priority: High **Frequency of use:** Often **Channel to actor:** N/A **Secondary actors:** N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Add more detail about how the system checks for a tie. Does it scan the entire board, or just the area around the last move?
   - Step 2: Specify how the system declares the tie. Does it display a message, play a sound, or both?
2. **Exceptions:**
   - Add an exception for cases where the system fails to declare the tie (e.g., due to a bug).
   - Consider adding an exception for cases where the player's device loses internet connectivity during the tie declaration.
3. **Postconditions:**
   - Add a post-condition that the system records the tie in the game history.
4. **Missing Components:**
   - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: End Game

Primary Actor: N/A

Goal in context: End the game so that no player can continue doing moves on the board

Preconditions:

- A game had been in progress

Trigger: The game has announced someone has won or that there is a tie

Scenario:

1. Block player placement inputs
2. Show game end screen

Post conditions: Players learn that the game has ended

Exceptions: N/A **Priority:**
High **Frequency of use:**
Often **Channel to actor:** N/A
Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Add more detail about how the system blocks player inputs. Does it disable buttons, or does it ignore input events?
   - Step 2: Specify how the system shows the game end screen. Does it display a message, play a sound, or both?
2. **Exceptions:**
   - Add an exception for cases where the system fails to end the game (e.g., due to a bug).
   - Consider adding an exception for cases where the player's device loses internet connectivity during the game end process.
3. **Postconditions:**
   - Add a post-condition that the system records the game end in the game history.
4. **Missing Components:**
   - Consider adding a step where the system offers the players the option to rematch or return to the main menu.

Use Case: Reset Game

Primary Actor: Player [O] and Player [X]

Goal in context: If both players accept to play another game, then the current game is reset

Preconditions:

- The game has ended

Trigger: Both players agree to a new match

Scenario:

1. Both players press a “Rematch” button on their client
2. The board gets cleared
3. A new game has started

Post conditions: A new game will be started

Exceptions:

- If a player does not choose to call a rematch within a certain time, then no reset occurs and players should be sent straight back to the lobby

Priority: Low

Frequency of use: Dependant on the players

Channel to actor: Button for a rematch

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues: N/A

Feedback:

1. **Scenario:**
   - Step 1: Clarify how the players access the "Rematch" button. Is it through a menu, button, or keyboard shortcut?
   - Step 2: Add more detail about how the system clears the board. Does it reset the game state, or does it simply clear the visual representation?
2. **Exceptions:**
   - Add an exception for cases where the player’s device loses internet connectivity during the rematch process.
   - Consider adding an exception for cases where one player does not respond to the rematch request within a certain time limit.
3. **Postconditions:**
   - Add a post-condition that the system records the rematch request in the game history.
4. **Missing Components:**

    - Consider adding a step where the system resets the game state (e.g., clears the board, resets the timer).

General Feedback:

- **Consistency:** Ensure that all use cases follow a consistent structure (e.g., preconditions, triggers, scenarios, exceptions). Some use cases are more detailed than others, which can lead to confusion.
- **Technical Details:** Consider adding more technical details where relevant, such as how the system handles game state updates, move validation, or win/tie detection.
- **User Experience:** Think about the user experience in each use case. For example, how are players informed of game outcomes, or how can they interact with the system (e.g., resign, rematch)? Adding more detail here can improve clarity.

Error Handling: Ensure that all use cases have robust error handling, especially for network-related issues like disconnections or server errors.

UI Designs