

Use Case: Tracking Game History

Iteration: 1, Initial version.

Primary Actor: User (Player)

Goal in Context: To allow users to view their past game history, including wins, losses, and other relevant statistics.

Preconditions:

- The user is logged in to the OMG platform.
- The user has participated in one or more matches.
- The system has stored game data such as match results, player statistics, and game types.

Trigger:

- The user wants to view their game history to review their performance or analyze their past games.

Scenario:

1. The user navigates to their profile or dashboard on the OMG platform.
2. The system displays the user's game history section, showing a list of past games including:
 - Game title
 - Match date
 - Opponents
 - Game results (win/loss/draw)
 - Game duration
 - Performance metrics (e.g., score, ranking)
3. The user can filter their game history by date, game type, or performance (e.g., showing only wins or specific games).
4. The user can select a specific game from the list to view more detailed information, such as:
 - A detailed game breakdown (moves, actions, or interactions)
 - Leaderboard positions at the time of the match
 - Any achievements or milestones earned during the game
5. The system allows the user to export or share their game history via social media, email, or within the platform.

Exceptions:

- **No Game History:** If the user has not played any games yet, the system will display a message informing the user that they have no game history available.

- **Data Corruption:** If there's an issue with retrieving the game data, the system will display an error message and suggest the user contact customer support.
- **No Internet Connection:** If the user's connection is lost while trying to load their game history, the system will prompt the user to reconnect.

Priority: High priority, as it is an essential feature for player engagement and tracking progress.

When Available: First increment.

Frequency of Use: Frequent, as players often want to track their progress and review past matches.

Channel to Actor: Via web browser or application.

Secondary Actors:

- **System Administrator:** For ensuring the integrity and availability of game data.
- **Customer Support:** For assisting users with any issues related to accessing their game history.

Channels to Secondary Actors:

- **System Administrator:** Admin dashboard for monitoring data storage and user requests.
- **Customer Support:** Customer support ticket system for troubleshooting issues related to game history retrieval.

Open Issues:

- How long should game history be stored? Should there be an archive or a limit on the number of games shown?
- Should users have the ability to delete or edit their game history?
- Will game history be shared across multiple devices or platforms (cross-platform play)?