

Use Case Specification

Use Case Name: New User Registration for playing the game.

1. Brief Description: As a Game user i want to play the game by registering on the server.

2. Actors(s):

- (i). New User (primary actor)
- (ii). Game Server.

3. Flow of Events:

(i). Basic Flow of Events:

1. New user clicks on the multiplayer game button.
2. He Enters his name with the pop up appearing on the screen.
3. The server will validate if the duplicate user is present. If not it will store the user details.
4. Once the server stores the details of the user. The user will get the confirmation welcome message !
5. The user will be able to start the game after he gets the confirmation from the server.
6. The use case ends successfully.

(ii). Alternative Flow

1. if the game server is not up or the server has any issues, the user needs to fix the server issues and then start the game.

2. The user fails to register if the user with the same name (duplicate user) already exists on the server. The user can be able to register with the different user name.

4. Preconditions:

1. The user must have the game application on his machine.
2. The user must have the active internet connection in his machine.
3. Server should be ON in the Users machine.

5. Exit Conditions:

(i). Success Guarantee:

The new user will be able to register his name with the server.

The user will get a welcome confirmation from the server to start the game. The user will be successfully able to play the game.

(ii). Minimum Guarantee: Logs or console messages has been displayed accordingly.