

P1 - Use Cases

Method Men

R1 - Register

R2 - Sign in

R3 - Create Match

R4 - Join Match

R5 - Invite Player

R6 - Accept invite

R7 - Reject Invite

R8 - Start Game

R9 - Play Game

R10 - End Game

R11 - Quit Match

R12 - Unregister

R13 - Record Match History

R14 - Store User Profiles

R15 - Create Game Instance

R16 - Save Game State

R17 - Notify User When It's Their Turn

R18 - Enforce Rules