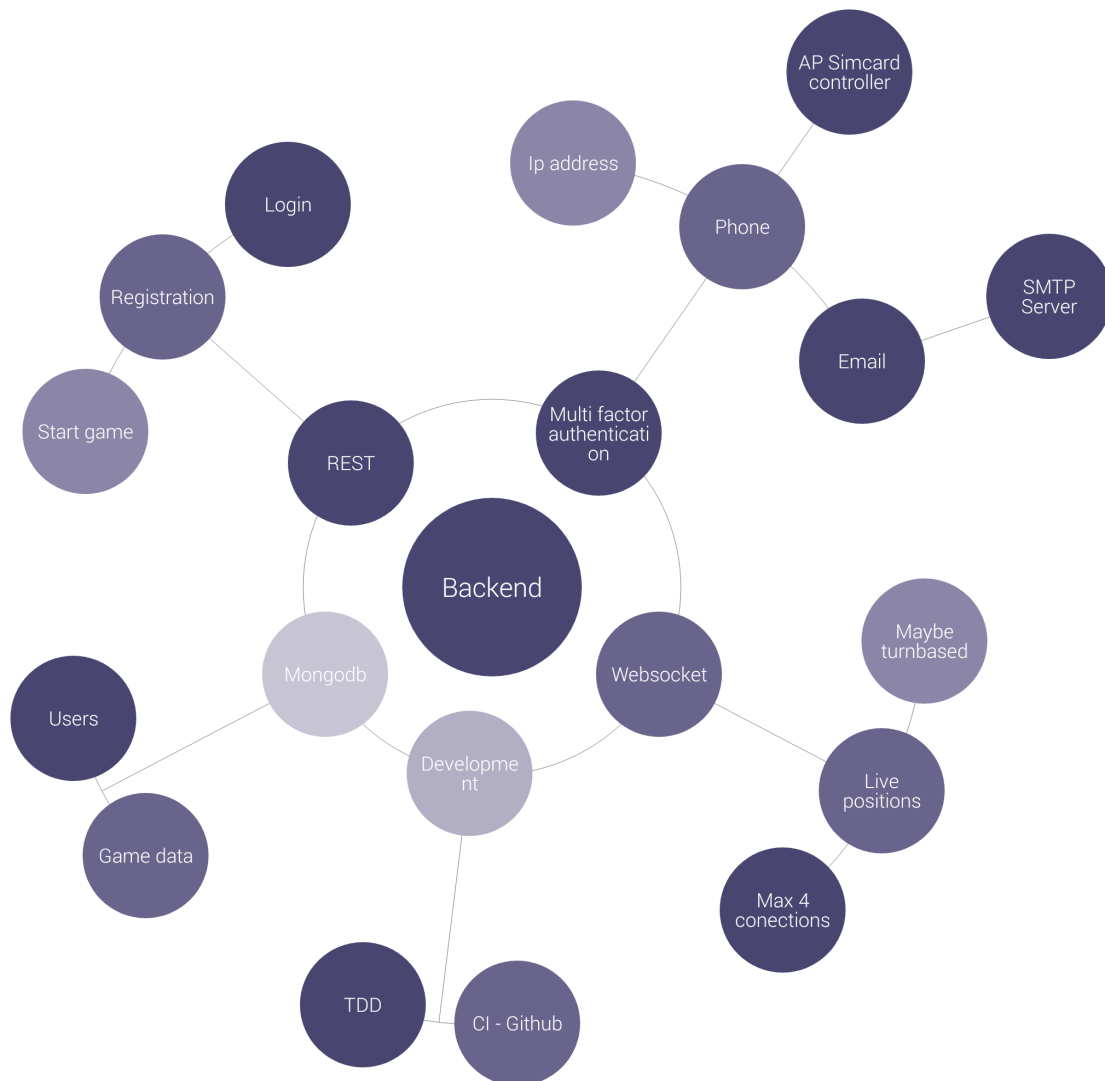
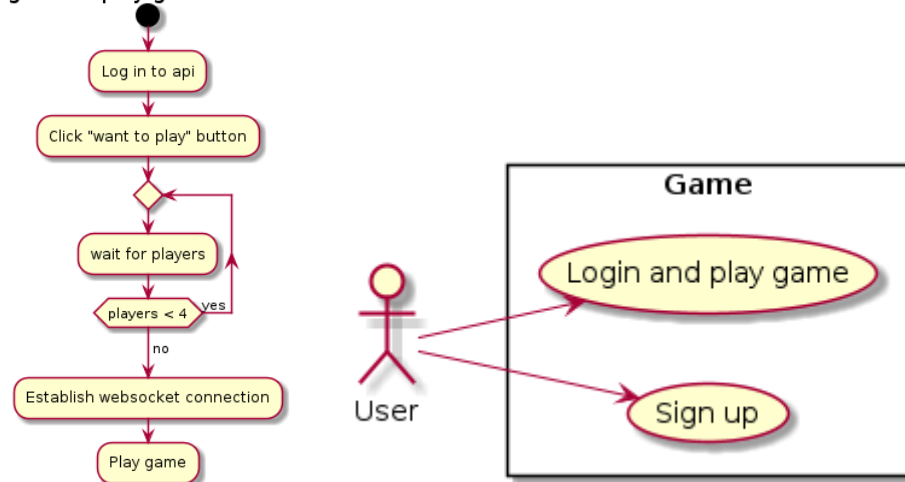


Synopse



"Log in and play game Use case"



The system will be developed in Go, because it has functionality for REST api's out of the box, and it supports test driven development very well.

The backend will have a (Mongo) database with users. To be able to register you need to confirm an email, and there after a phone, your IP (maybe mac) address will be logged, and everytime you change your address then you need to confirm your identity on one of your devices. (email / phone)

When you are logged in you will be presented with a button "Start Game" click the button and wait for other players.

When 4 players are waiting for a game, the game will begin.

Websocket will be used to update the game. If we will get problems with latency we will make the game a turn based game instead. (The content and logic of the game is not important)

If a player loses connection, he will be able to join again after he logs in, If he does not log in he will receive an email or SMS saying that he is banned as a punishment.

To store users and their information MongoDB is used as a database.

The development process will be TDD and we will use Continuous Integration on Github to test the final product on the main branch.