A+Interface Game Launcher - Project Proposal

Subject	Туре	Status	Assignee	Version	Progress (%)		
Games	Feature	New		v1.0.0	0		
Description:	What is the goal of launch. Is this a subtask of What subtasks defi What nonuser intergame launcher and What kinds of inputhe game launcher What kinds of outp window is expected.	Is this a subtask of another task?: Yes, Game launcher. What subtasks define this task?: Launching a game. What nonuser interface functions does this task require?: This task requires the syster game launcher and load the games .exe What kinds of inputs or actions does this task require from the user?: The game select the game launcher is minimized. What kinds of outputs or results occur by virtue of performing this task?: The main ga window is expected to open.					
	What automatic actions does this task expect from the system?: This task expected the system to launch the selected game and minimize the game launcher. Is there a subtask that must come immediately before?: A user must select a game. In this subtree is there a task that this task is the immediate predecessor of, or a task that can co-occur? The user must select a game. What, if any, primary entities are involved in this subtask? User, System.						
	How frequently is t How rigid is this tas Are there any situa What are the speci		: Anytime a user lau A game is launched ions and how do we	nches a game. , or it isnt. determine if we	have satisfied these zed.		
Login/Signup Form	Feature	New		v1.0.0	0		
Description:	What is the goal of this task?: The Goal of this task is to open the appropriate Form(Window) that the user expects. Is this a subtask of another task?: No, This is the first task after opening the .exe. What subtasks define this task?: Logging in, Signing up, Logging in as Guest. What nonuser interface functions does this task require?: This task requires opening the						

appropriate form window the user expects. What kinds of inputs or actions does this task require from the user?: This task requires the user to open the .exe or click signup to change the form. What kinds of outputs or results occur by virtue of performing this task?: The output of this task will open a form(window) What automatic actions does this task expect from the system?: The system is expected to securely store the user's information, and create a UserId that can relationally connect data to the user. This task also manages opening the main platform/ What special characteristics of this task should we record? Is there a subtask that must come immediately before?: Clicking the .exe file to launch our software. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? No. This is the first task. What, if any, primary entities are involved in this subtask? User, System.

How can this task fail?: User cancels, User closes the form, User enters the wrong information and isn't allowed to proceed. The form isn't able to open the main platform.

How frequently is this task performed?: This task will happening anytime a user starts our software.

How rigid is this task? This task is pretty rigid. It will remain the same once built.

Are there any situational constraints? No.

What are the specific usability expectations and how do we determine if we have satisfied these expectations?: A User has clear options on how to access our platform (Signing in, signing up, or signing in as guest). It will be satisfied if a User gets to the main software.

Description:	344		C.1 1. C1		
User Account	Feature	New		v1.0.0	0

vescription:

What is the goal of this task?: The Goal of this Task is for the system to give functionality for User Profile information stored in Database.

Is this a subtask of another task?: No, this is the parent.

What subtasks define this task?: Get User, Getlist of Users, Add User, Set User, Del User.

What nonuser interface functions does this task require?: All of the tasks under this parent are non-user.

What kinds of inputs or actions does this task require from the user?: This task requires a user to interface with a task that needs to access the database information.

What kinds of outputs or results occur by virtue of performing this task?: The output of this task is user information based back to the client, or user information sent to the database.

What automatic actions does this task expect from the system?: The system is expected to get, set, add, del when expected and to validate all

What special characteristics of this task should we record? This task is completely handled by the System.

Is there a subtask that must come immediately before?: The User must do a task that requires the system to get data from the database.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? This task is comes after the User forces the system to get data.

What, if any, primary entities are involved in this subtask? User, System, Database connection.

How can this task fail?: User information requested is invalid (UserId, Email, Username, Password etc...), User information sent is invalid (Email, Username, Password) <- Shouldn't happen.

How frequently is this task performed?: Ideally as little as possible. Unless information is edited or deleted, a .Get should happen on login. If system becomes real time or asynchronous this would happen more often.

How rigid is this task? This task is flexibly. This will be very modular on what can be set, added or gotten.

Are there any situational constraints?

New

What special characteristics of this task should we record?

What are the specific usability expectations and how do we determine if we have satisfied these expectations?: High speed transactions, client should never request or send data that is invalid. Database prevents incorrect information from being stored. The user is prompted if an error accrues. Error should never happen.

v1.0.0

0

03013140	i catal c	11011		V1.0.0	·		
Description:	What is the goal of database connecti		of this task is for the	client to add a user	using the		
	Is this a subtask of another task?: Yes, This is under User Account						
	What subtasks define this task?: There are currently no subtasks.						
	What nonuser interface functions does this task require?: This task is only handled by the client and database connection.						
	What kinds of inputs or actions does this task require from the user?: This requires a user to interact with a task that requires user information that the client is currently not storing.						
	What kinds of outputs or results occur by virtue of performing this task?: A user is created and a UserId is returned to the client. The User information is stored 'permanently'						
	What automatic actions does this task expect from the system?: The system is expected to securely store and create a user row.						

Feature

User.Add

Is there a subtask that must come immediately before?: A user interacts with a task that requires user information that the client is currently not storing.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? A user interacts with a task that requires user information that the client is currently not storing.

What, if any, primary entities are involved in this subtask? User, System.

How can this task fail?: This should never fail, as the client should filter requests that are invalid. This can fail if the email, or username already exists.

How frequently is this task performed?: Any user interacts with a task that requires user information that the client is currently not storing.

How rigid is this task? This task is pretty flexible. It can happen often and has a modular availability of information that can be sent and added.

Are there any situational constraints? A user already exists with this username or email.

What are the specific usability expectations and how do we determine if we have satisfied these expectations?: A User is created on signup, and the information is stored and can be retrieved.

User.Get	Feature	New		v1.0.0	0		
Description:	What is the goal of database.	this task?: The Goal	of this task is for the	client to get user inf	formation from the		
	Is this a subtask of another task?: Yes, This is under User Account						

What subtasks define this task?: There are currently no subtasks.

What nonuser interface functions does this task require?: This task is only handled by the client

and database connection.

What kinds of inputs or actions does this task require from the user?: This requires a user to interact with a task that requires user information that the client is currently not storing.

What kinds of outputs or results occur by virtue of performing this task?: User information is retrieved and stored in client

What automatic actions does this task expect from the system?: The system is expected to securely retrieve and store data in the client

What special characteristics of this task should we record?

Is there a subtask that must come immediately before?: A user interacts with a task that requires user information that the client is currently not storing.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? A user interacts with a task that requires user information that the client is currently not storing.

	What, if any, primary entities are involved in this subtask? User, System. How can this task fail?: The retrieved information does not exist How frequently is this task performed?: Any user interacts with a task that requires user information that the client is currently not storing. How rigid is this task? This task is pretty flexible. It can happen often and has a modular availabilit of information that can be sent and retrieved. Are there any situational constraints? The user doesn't have permission What are the specific usability expectations and how do we determine if we have satisfied these expectations?: The user information is retrieved and client info updated.					
User.GetList(Admin)	Feature	New	v1.0.0	0		
Description:	Not implement	ed				
User.Set	Feature	New	v1.0.0	0		
Description:	What is the goal of this task?: The Goal of this task is for the client to set user information using the database connection. Is this a subtask of another task?: Yes, This is under User Account What subtasks define this task?: There are currently no subtasks. What nonuser interface functions does this task require?: This task is only handled by the client and database connection. What kinds of inputs or actions does this task require from the user?: This requires a user to interact with a task that requires user information be updated. What kinds of outputs or results occur by virtue of performing this task?: A users information is updated in the database What automatic actions does this task expect from the system?: The system is expected to securely store and update user information. What special characteristics of this task should we record? Is there a subtask that must come immediately before?: A user interacts with a task that requires user information that the client update the stored info. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? A user interacts with a task that requires user information that the client be updated. What, if any, primary entities are involved in this subtask? User, System. How can this task fail?: This should never fail, as the client should filter requests that are invalid.					

	How frequently is this task performed?: Any user interacts with a task that requires user information that the client is currently not storing. How rigid is this task? This task is pretty rigid. It can only be updated to specific values. Are there any situational constraints? The information being set is invalid. What are the specific usability expectations and how do we determine if we have satisfied these expectations?: A user's information is updated.					
User.Del	Feature	New		v1.0.0	0	
Description:	What is the goal of Is this a subtask of What subtasks de What nonuser into their account. This What kinds of inposite interact with a task What kinds of our deleted in the data What automatic as securely delete use What special chan Is there a subtask user information In this subtree is occur? A user into What, if any, prime How can this task How frequently is rarely. How rigid is this task Are there any situ. What are the special of the What are the special chan is the work of t	of this task?: The Goa of another task?: Yes, offine this task?: There erface functions does to stask is handled by the transport of the transport of the task of the transport of the task of the task of the transport of the task of task? This should new of this task of the task? This task is pretoutional constraints?	This is under User Adare currently no substatistics require?: The client and databasistask require from information be deleted by virtue of perform expect from the system of the control	e client to delete count stasks. This requires a use connection. The user?: This red. In the user?: The system user interacts will be predecessor on ation be delete User, System. Should filter requirements once per second	a user. ser to click to delete requires a user to users information is in is expected to the a task that requires f, or a task that can cod. usests that are invalid. user account and occurs	
User Signup	Feature	New		v1.0.0	0	

What is the goal of this task?: The Goal of this Task is for a user to create an account for logging in **Description:** and 'storing' game scores. Is this a subtask of another task?: Yes, This is a subtask of Signup/Login Form What subtasks define this task?: Enter Email, Enter Username, Enter Password, Re-Enter Password, Create User. What nonuser interface functions does this task require?: This task requires validation of Username, Email, and Password. This is done by the interface. What kinds of inputs or actions does this task require from the user?: This task requires a User to enter/choose a Username, enter their valid email, and chose a password that meets a certain criteria. What kinds of outputs or results occur by virtue of performing this task?: The output of this task will be a User account being created for a user to store their scores. What automatic actions does this task expect from the system?: The system is expected to securely store the user's information, and create a UserId that can relationally connect data to the user. What special characteristics of this task should we record? Is there a subtask that must come immediately before?: The User has the option to skip this task and Login, or sign-in as Guest. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? This task co-exists with Login and Sign-In as Guest. What, if any, primary entities are involved in this subtask? User, System, Key-press, System Verification, System User Creation. How can this task fail?: User cancels, User closes the form, User enters the wrong information and isn't allowed to proceed. How frequently is this task performed?: Ideally once per user(Alternate accounts). Doesn't need to be performed at all if User want's to be a Guest. How rigid is this task? This task is flexibly rigid. It will always be the same information and regex required, but will deviate and have different information from a User entered each time. Are there any situational constraints? What are the specific usability expectations and how do we determine if we have satisfied these expectations?: Information required is clear, incorrect information is displayed well, and this is satisfied if a User can intuitively create and account.

Enter Email	TdSK	New		V1.0.0	U
		-	-	-	

Press Character Key(s)	Task	New	v1.0.0	0				
Description:	Email will take any letter character both capital and miniscule.							
	What is the goal of this task?							
	The goal of	this task is to allow the user to i	nput any letter character as pa	rt of their email.				
	Is this a sub	task of another task?						
	This task is a	a subtask of the task Enter Emai	l .					
	What subtas	sks define this task?						
	This task ha	s no subtasks.						
	What nonus	er interface functions does this	task require?					
	This task wil	ll run a check to see if the charac	ter can be accepted.					
	What kinds of inputs or actions does this task require from the user?							
	This task requires the user to press any letter key on their keyboard.							
	What kinds of outputs or results occur by virtue of performing this task?							
	The output will be the letter(s) appearing in the email textbox .							
	What automatic actions does this task expect from the system?							
	If an invalid letter is entered, the help icon should light up.							
	What special characteristics of this task should we record?							
	Users may t	ry to enter characters with acce	nts or from other languages.					
	Is there a subtask that must come immediately before?							
	User should navigate to the login/signup form before entering any characters.							
	In this subtree is there a task that this task is the immediate predecessor of, or a task that can co- occur?							
	No.							
	What, if any	, primary entities are involved ir	this subtask?					
	The user's co	omputer and its components/pe	eripherals.					
	How can this	s task fail?						
	If the user d	loes not have a method of input	ting letters, the task fails.					
	How freque	ntly is this task performed?						
	This task should be performed as often as necessary during the sign up process, which wil about once per user.							
	How rigid is	this task?						
	The user eit	her presses a key or doesn't. It o	loesn't get much more rigid th	an that.				
	Are there ar	ny situational constraints?						

	None What are the specific usability expectations and how do we determine if we have satisfied expectations? We will have satisfied these conditions if the user can enter a capital or miniscule letter of English alphabet at their own leisure.						
Press Accepted Symbol Key(s)	Task	New	v1.0.0	0			
Description:	•		•	•			
Menus	Feature	New	v1.0.0	0			
Description:	Menu selector f	Menu selector for Games, Profile, Leaderboard.					
Press Tab or Enter Key	Task	New	v1.0.0	0			
Description:	•		•	•			
Profile	Feature	New	v1.0.0	0			
Description:	What is the goal of this task?: For the user to see and update their info. Is this a subtask of another task?: Yes, Game Launcher. What subtasks define this task?: None. What nonuser interface functions does this task require?: For the client to show user info and allow updating and deleting. What kinds of inputs or actions does this task require from the user?: This requires the user to their eyes to see their information, or click edit buttons for any values they'd like to modify. What kinds of outputs or results occur by virtue of performing this task?: The user see's their information and can update it. What automatic actions does this task expect from the system?: For the client to show the use their information, or update it. What special characteristics of this task should we record? Is there a subtask that must come immediately before?: Game Launcher. In this subtree is there a task that this task is the immediate predecessor of, or a task that can occur? A user must click their profile and view or update it. What, if any, primary entities are involved in this subtask? User, System.						

	How rigid is th updated.	· ·	ytime a user wants to update or			
		pecific usability expectation: The user see's their informa	s and how do we determine if w ition and can update it.	e have satisfied these		
Leaderboard	Feature	New	v1.0.0	0		
Description:	What is the goal of this task?: For the user's to view the global leaderboard for all games. Is this a subtask of another task?: Yes, Game Launcher. What subtasks define this task?: None. What nonuser interface functions does this task require?: For the client to show user scores. What kinds of inputs or actions does this task require from the user?: This requires the user to use their eyes to see the scores. What kinds of outputs or results occur by virtue of performing this task?: The user see's the score What automatic actions does this task expect from the system?: For the client to show the user the scores. What special characteristics of this task should we record? Is there a subtask that must come immediately before?: Game Launcher. In this subtree is there a task that this task is the immediate predecessor of, or a task that can co occur? A user must click their leaderboards. What, if any, primary entities are involved in this subtask? User, System. How can this task fail?: The scores are not valid from database. No scores. How frequently is this task performed?: Anytime a user clicks on leaderboards. How rigid is this task? This task is flexibly rigid. The ability to get the leaderboard is rigid. The scores are flexible Are there any situational constraints? What are the specific usability expectations and how do we determine if we have satisfied these expectations?: The user sees the leaderboard.					
Press Backspace or Delete Key	Task	New	v1.0.0	0		
Description:			•	•		

Game Launcher	Feature I	New		v1.0.0	0				
Description:	What is the goal of the	What is the goal of this task?: The Goal of this task is to load the main game launcher window.							
	Is this a subtask of another task?: Yes, Login/Signup								
	What subtasks define	What subtasks define this task?: Games, Profile, LeaderBoard.							
		What nonuser interface functions does this task require?: This task requires the previous window							
	to open this window		=						
	What kinds of inputs or login as guest.	or actions does thi	s task require from	the user?: This r	equires a user to login				
	What kinds of output window is expected t		by virtue of performi	ng this task?: Th	ne main game launcher				
		What automatic actions does this task expect from the system?: For the launcher window to open and the login, signup pages hide/delete.							
	What special charact	What special characteristics of this task should we record?							
	Is there a subtask that must come immediately before?: A user must login with their credentials or sign in as guest.								
	In this subtree is there a task that this task is the immediate predecessor of, or a task that can co- occur? A user must login with their credentials or sign in as guest. What, if any, primary entities are involved in this subtask? User, System.								
	How can this task fail?: This window should never open if a user doesn't enter a valid login								
	How frequently is thi	How frequently is this task performed?: Anytime a user logins in with their credentials or as guest.							
	How rigid is this task	How rigid is this task? This task is rigid. This task can only happen two ways.							
	Are there any situation	onal constraints?							
	What are the specific expectations?: The m			determine if we	have satisfied these				
Press any Other Key	Task	New		v1.0.0	0				
Description:									
Click/Hover on Information Icon	Task	New		v1.0.0	0				
Description:									
Enter Username	Task	New		v1.0.0	0				
Description:	User is prompted wit	User is prompted with:							

	 textbox to enter username label for the textbox hoverable/clickable information icon 								
Press Character Key(s)	Task	New	v1.0.0	0					
Description:	Username v	Username will take any letter character both capital and miniscule.							
	What is the	goal of this task?							
	The goal of username.	this task is to allow the user to i	nput any letter character as pa	rt of their unique					
	Is this a subtask of another task?								
	This task is	a subtask of the task Enter User	name .						
	What subtasks define this task?								
	This task has no subtasks.								
	What nonuser interface functions does this task require?								
	This task will run a check to see if the character can be accepted.								
	What kinds of inputs or actions does this task require from the user?								
	This task requires the user to press any letter key on their keyboard.								
	What kinds of outputs or results occur by virtue of performing this task?								
	The output will be the letter(s) appearing in the username textbox .								
	What automatic actions does this task expect from the system?								
	If an invalid	If an invalid letter is entered, the help icon should light up.							
	What specia	What special characteristics of this task should we record?							
	Users may t	ry to enter characters with acce	nts or from other languages.						
	Is there a su	btask that must come immedia	tely before?						
	User should	navigate to the login/signup fo	rm before entering any charac	ters.					
	In this subtr occur?	ee is there a task that this task i	is the immediate predecessor (of, or a task that can co-					
	No.								
	What, if any	, primary entities are involved ir	n this subtask?						
	The user's c	omputer and its components/pe	eripherals.						
	How can thi	s task fail?							
	If the user o	oes not have a method of input	ting letters, the task fails.						

How frequently is this task performed?
This task should be performed as often as necessary during the sign up process, which will occur about once per user.
How rigid is this task?
The user either presses a key or doesn't. It doesn't get much more rigid than that.
Are there any situational constraints?
None
What are the specific usability expectations and how do we determine if we have satisfied these expectations?
We will have satisfied these conditions if the user can enter a capital or miniscule letter of the English alphabet at their own leisure.

score, or period cha	racter					
	Username will take any number, underscore, or period character					
What is the goal of this task?						
r to input any accept	ted symbol as part of	f their unique				
Username .						
What nonuser interface functions does this task require?						
This task will run a check to see if the symbol can be accepted.						
What kinds of inputs or actions does this task require from the user?						
This task requires the user to press any symbol key on their keyboard.						
What kinds of outputs or results occur by virtue of performing this task?						
aring in the usernam	ne textbox .					
expect from the syst	em?					
icon should light up	p.					
should we record?						
Users may try to enter symbols from other languages.						
Is there a subtask that must come immediately before?						
lk S	ny symbol key on their by virtue of perform earing in the usernant expect from the system is a specific pricon should light up the should we record? The standard of their languages. The symbol we have some and the system is a specific pricon should we record? The standard is a specific pricon should we record? The system is a specific pricon should we have said the system is a specific pricon should we have said the system is a specific pricon should be some should b	ny symbol key on their keyboard. The by virtue of performing this task? Exercise in the username textbox The expect from the system? The icon should light up. The should we record? The icon should we record? The icon should we record?				

Press Tab or Enter Key	Task	New		v1.0.0	0		
	We will have s leisure.	tisfied these conditions	it the user can enter	an accepted symbo	i at their own		
	expectations?	tisfied these senditions	fthousar con cata	an accounted systems	latthair awa		
		pecific usability expectat	ions and how do we	determine if we hav	e satisfied these		
	None	If the user does not have a method of inputting symbols, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None					
	Are there any						
	The user eithe						
	How rigid is th						
	·						
	How can this t						
		puter and its componen	ts/peripherals.				
	What, if any, p	imary entities are involv	ed in this subtask?				
	No.						
	occur?	is there a task that this t	ask is the initialiate	predecessor or, or	a task that tan to		

Press Tab or Enter Key	Task	New		v1.0.0	0		
Description:	Pressing 'tab' or	'enter' will move the fo	cus to the next text	box in line	•		
	What is the goal						
	The goal of this t	ask is to allow the user	to 'tab' to the next l	ine, in this case, pa	assword line		
	Is this a subtask	Is this a subtask of another task?					
	This task is a sub	This task is a subtask of the task Enter Username .					
	What subtasks d	What subtasks define this task?					
	This task has no	This task has no subtasks. What nonuser interface functions does this task require? This task will run a check to see if the input can be accepted and will switch focus to the next textbox.					
	What nonuser in						
	What kinds of in	What kinds of inputs or actions does this task require from the user?					
	This task require	s the user to press the	tab or enter key on t	their keyboard.			
	What kinds of outputs or results occur by virtue of performing this task?						

	The result will be the switching of focus from the username textbox to the password textbox.					
	What automatic actions does this task expect from the system?					
	The focus should be switched.					
	What special characteristics of this task should we record?					
	Users may miss-press keys.					
	Is there a subtask that must come immediately before?					
	User should navigate to the login/signup form before this, and should probably completely fill in their username before pressing tab or enter.					
	In this subtree is there a task that this task is the immediate predecessor of, or a task that can co- occur?					
	No.					
	What, if any, primary entities are involved in this subtask?					
	The user's computer and its components/peripherals.					
	How can this task fail?					
	If the user does not have a method of inputting symbols, the task fails. If the tab orders are not assigned, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user.					
	The user either presses a key or doesn't. It doesn't get much more rigid than that.					
	Are there any situational constraints?					
	None					
	What are the specific usability expectations and how do we determine if we have satisfied these expectations?					
	We will have satisfied these conditions if the user can tab to the password textbox.					
Press Backspace or Delete Key	Task New v1.0.0 0					
Description:	Pressing backspace or delete will perform its intended function					
·	What is the goal of this task? The goal of this task is to allow the user to delete characters if they've made a mistake.					
	Is this a subtask of another task?					
	This task is a subtask of the task Enter Username .					
	What subtasks define this task?					
	That Sabusia define this task.					

This task has no subtasks.

What nonuser interface functions does this task require?

This task will run a check to see if the input can be accepted and will either backspace or delete depending on the input.

What kinds of inputs or actions does this task require from the user?

This task requires the user to press the tab or enter key on their keyboard.

What kinds of outputs or results occur by virtue of performing this task?

The result will be the elimination of a character from the username textbox.

What automatic actions does this task expect from the system?

Character should disappear from textbox

What special characteristics of this task should we record?

Users may miss-press keys.

If there is no character in the textbox, nothing will happen.

Is there a subtask that must come immediately before?

User should navigate to the login/signup form before this.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals.

How can this task fail?

If the user does not have a method of inputting symbols, the task fails.

How frequently is this task performed?

This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user.

How rigid is this task?

The user either presses a key or doesn't. It doesn't get much more rigid than that.

Are there any situational constraints?

None

What are the specific usability expectations and how do we determine if we have satisfied these expectations?

We will have satisfied these conditions if the user can erase a character from the username textbox.

Press Any Other Key	Task New v1.0.0 0					
Description:	Any other key press will not appear in the textbox. An error noise will sound and the information will display from the icon					
	What is the goal of this task?					
	The goal of this task is to deny the user a chance to input any invalid characters.					
	Is this a subtask of another task?					
	This task is a subtask of the task Enter Username .					
	What subtasks define this task?					
	This task has no subtasks.					
	What nonuser interface functions does this task require?					
	This task will run a check to see if the input can be accepted and will not allow the user to input an invalid character.					
	If the character is invalid, an error noise will play and the information icon will blink.					
	What kinds of inputs or actions does this task require from the user?					
	This task requires the user to press any invalid key on their keyboard.					
	What kinds of outputs or results occur by virtue of performing this task?					
	The result will be an error noise and the information box blinking, with a tip popping up to aide the user					
	What automatic actions does this task expect from the system?					
	Character should not appear in textbox.					
	Noise will sound.					
	Information tool tip will pop up informing the user of their error					
	What special characteristics of this task should we record?					
	Users may miss-press keys.					
	Is there a subtask that must come immediately before?					
	User should navigate to the login/signup form before this.					
	In this subtree is there a task that this task is the immediate predecessor of, or a task that can co occur?					
	No.					
	What, if any, primary entities are involved in this subtask?					
	The user's computer and its components/peripherals.					
	How can this task fail?					
	If the user does not have a method of inputting symbols, the task fails.					
	If the user inputs a correct key, the task fails.					

How frequently is this task performed?

This task should be performed as less often as possible during the sign up process, [the sign up] will occur about once per user.

How rigid is this task?

The user either presses a key or doesn't. It doesn't get much more rigid than that.

Are there any situational constraints?

None

What are the specific usability expectations and how do we determine if we have satisfied these expectations?

We will have satisfied these conditions if the user cannot input a foreign character into the username textbox.

Click/Hover on Information Ison	Tack	Now	v1 0 0	l
Click/Hover on Information Icon	Task	New	v1.0.0	U

Description:

Textbox appears which informs the user of the accepted characters

What is the goal of this task?

The goal of this task is to display to the user which characters can be accepted in the username textbox

Is this a subtask of another task?

This task is a subtask of the task Enter Username .

What subtasks define this task?

This task has no subtasks.

What nonuser interface functions does this task require?

This task will set the tool tip to be displayed

What kinds of inputs or actions does this task require from the user?

This task requires the user to hover their mouse over or click the icon

What kinds of outputs or results occur by virtue of performing this task?

Tooltip should be displayed while the users mouse is hovering over the icon.

What automatic actions does this task expect from the system?

Tool tip should be displayed.

If user moves their mouse away, the tool tip should disappear.

What special characteristics of this task should we record?

Users may accidentally hover over the icon, restricting their view of the username textbox

Is there a subtask that must come immediately before?

	User should navigate to the login/signup form before this. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? Typing in any of the textboxes can co-occur with this task. What, if any, primary entities are involved in this subtask? The user's computer and its components/peripherals. How can this task fail? If the user does not have a method of hovering over the icon, the task fails How frequently is this task performed? This task should be performed as often as needed during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user may accidentally move their mouse over the icon, triggering the tool tip Are there any situational constraints?					
Enter Password	None What are the sp expectations? We will have sat tool tip displaye	pecific usability expectations of the tisfied these conditions if the ed to them	user can hover over the infor	mation box and have a		
Description:	User is prompte textbox to label for t	Task New v1.0.0 0 User is prompted with: textbox to enter password label for the textbox hoverable/clickable information icon				
Press Character Key(s) Description:	What is the goa The goal of this username.	Password will take any letter character both capital and miniscule What is the goal of this task? The goal of this task is to allow the user to input any letter character as part of their unique				

This task is a subtask of the task Enter Password.

What subtasks define this task?

This task has no subtasks.

What nonuser interface functions does this task require?

This task will run a check to see if the character can be accepted.

What kinds of inputs or actions does this task require from the user?

This task requires the user to press any letter key on their keyboard.

What kinds of outputs or results occur by virtue of performing this task?

The output will be the placeholders for the letter(s) appearing in the password textbox .

What automatic actions does this task expect from the system?

If an invalid letter is entered, the help icon should light up.

What special characteristics of this task should we record?

Users may try to enter characters with accents or from other languages.

Is there a subtask that must come immediately before?

User should navigate to the login/signup form before entering any characters.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals.

How can this task fail?

If the user does not have a method of inputting letters, the task fails.

How frequently is this task performed?

This task should be performed as often as necessary during the sign up process, which will occur about once per user.

How rigid is this task?

The user either presses a key or doesn't. It doesn't get much more rigid than that.

Are there any situational constraints?

None

What are the specific usability expectations and how do we determine if we have satisfied these expectations?

We will have satisfied these conditions if the user can enter a capital or miniscule letter of the English alphabet at their own leisure.

	Task	New	v1.0.0	0			
escription:	On key press, the character will not show in the password textbox, it will be replaced with a						
	dot/asterisk to ensure privacy						
	What is the goal of this task?						
	The goal of this task is to allow the user to input any character and keep it private.						
	Is this a subt	ask of another task?					
	This task is a	subtask of the task Enter Passy	vord.				
	What subtas	ks define this task?					
	This task has	no subtasks.					
	What nonuser interface functions does this task require?						
	This task will replace any valid character with a placeholder.						
	What kinds of inputs or actions does this task require from the user?						
	This task requires the user to press any letter key on their keyboard.						
	What kinds of outputs or results occur by virtue of performing this task?						
	The output will be the placeholder(s) appearing in the password textbox $$.						
	What automatic actions does this task expect from the system?						
	The inputted character should be made sure never to be displayed in the password textbox, only the placeholder character.						
	What special characteristics of this task should we record?						
	Users may not be able to remember what key they had previously pressed.						
	Is there a su	btask that must come immedia	tely before?				
	User should	navigate to the login/signup fo	rm before entering any charact	ters.			
	In this subtree is there a task that this task is the immediate predecessor of, or a task that can occur?						
	No.						
	What, if any,	primary entities are involved in	this subtask?				
	The user's co	omputer and its components/pe	eripherals.				
	How can this task fail?						
	If the user does not have a method of inputting letters, the task fails.						
	If the inputte	ed character itself is displayed, t	he task fails.				
	How frequer	ntly is this task performed?					
	This task sho about once p	ould be performed as often as no	ecessary during the sign up pr	ocess, which will occu			

How rigid is this task? This task is not handled by the user.
Are there any situational constraints?
Heavy privacy constraints
What are the specific usability expectations and how do we determine if we have satisfied these expectations?
We will have satisfied these conditions if the user cannot see what they have entered in the password textbox and their privacy is protected.

Press Accepted Symbols Key(s) Task New v1.0.0 0 **Description:** Password will take any number, as well as any symbols with the exception of quotation marks and colons/semicolons, as well as mathematical and bitwise operators What is the goal of this task? The goal of this task is to allow the user to input any accepted symbol as part of their unique username. Is this a subtask of another task? This task is a subtask of the task Enter Password. What subtasks define this task? This task has no subtasks. What nonuser interface functions does this task require? This task will run a check to see if the symbol can be accepted. What kinds of inputs or actions does this task require from the user? This task requires the user to press any symbol key on their keyboard. What kinds of outputs or results occur by virtue of performing this task? The output will be the placeholder for the symbols(s) appearing in the password textbox. What automatic actions does this task expect from the system? If an invalid symbol is entered, the help icon should light up. What special characteristics of this task should we record? Users may try to enter symbols from other languages. Is there a subtask that must come immediately before? User should navigate to the login/signup form before entering any characters. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?
The user's computer and its components/peripherals.
How can this task fail?
If the user does not have a method of inputting symbols, the task fails.
How frequently is this task performed?
This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user.
How rigid is this task?
The user either presses a key or doesn't. It doesn't get much more rigid than that.
Are there any situational constraints?
None
What are the specific usability expectations and how do we determine if we have satisfied these expectations?
We will have satisfied these conditions if the user can enter an accepted symbol at their own leisure.
I

Press Tab or Enter Key	Task	New		v1.0.0	0	
Description:	Pressing 'tab' or	'enter' will move the foo	us to the next text	box in line	•	
	What is the goal	of this task?				
	The goal of this task is to allow the user to 'tab' to the next line, in this case, re-enter password line					
	Is this a subtask of another task?					
	This task is a sul	otask of the task Enter P	assword .			
	What subtasks define this task?					
	This task has no subtasks.					
	What nonuser interface functions does this task require?					
	This task will run a check to see if the input can be accepted and will switch focus to the next textbox.					
	What kinds of in	puts or actions does this	task require from	the user?		
	This task require	es the user to press the t	ab or enter key on	their keyboard.		
	What kinds of o	utputs or results occur b	y virtue of perform	ing this task?		
	The result will b textbox.	e the switching of focus	from the password	textbox to the r	e-enter password	
	What automatic	actions does this task ex	pect from the syst	em?		

The focus should be switched.

	What special characteristics of this ta	sk should we record?					
	Users may miss-press keys.	Si Silvara We record.					
	Is there a subtask that must come im	mediately before?					
	User should navigate to the login/sig		hably completely fill in				
	their password before pressing tab o		bably completely fill in				
	In this subtree is there a task that thi occur?	s task is the immediate predecessor c	f, or a task that can co-				
	No. What, if any, primary entities are involved in this subtask?						
	The user's computer and its compon	ents/peripherals.					
	How can this task fail?						
	If the user does not have a method o	f inputting symbols, the task fails.					
	If the tab orders are not assigned, the task fails.						
	How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that.						
	None	•					
	What are the specific usability expectations and how do we determine if we have satisfied these expectations?						
	We will have satisfied these condition	s if the user can tab to the re-enter p	assword textbox.				
Press Backspace or Delete Key	Task New	v1.0.0	0				
Description:			•				
Description.	Pressing backspace or delete will per	form its intended function					
	What is the goal of this task?						
	The goal of this task is to allow the us	er to delete characters if they've mac	le a mistake.				
	Is this a subtask of another task?						
	This task is a subtask of the task Ente	r Password .					
	What subtasks define this task?						
	This task has no subtasks.						
	What nonuser interface functions does this task require?						

This task will run a check to see if the input can be accepted and will either backspace or delete

depending on the input. What kinds of inputs or actions does this task require from the user? This task requires the user to press the tab or enter key on their keyboard. What kinds of outputs or results occur by virtue of performing this task? The result will be the elimination of a character from the password textbox. What automatic actions does this task expect from the system? Character should disappear from textbox What special characteristics of this task should we record? Users may miss-press keys. If there is no character in the textbox, nothing will happen. Is there a subtask that must come immediately before? User should navigate to the login/signup form before this. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? No. What, if any, primary entities are involved in this subtask? The user's computer and its components/peripherals. How can this task fail? If the user does not have a method of inputting symbols, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None What are the specific usability expectations and how do we determine if we have satisfied these expectations? We will have satisfied these conditions if the user can erase a character from the password textbox. Task Press Any Other Key New v1.0.0 **Description:** Any other key press will not appear in the textbox. An error noise will sound and the information

will display from the icon

What is the goal of this task?

The goal of this task is to deny the user a chance to input any invalid characters.

Is this a subtask of another task?

This task is a subtask of the task Enter Password.

What subtasks define this task?

This task has no subtasks.

What nonuser interface functions does this task require?

This task will run a check to see if the input can be accepted and will not allow the user to input an invalid character.

If the character is invalid, an error noise will play and the information icon will blink.

What kinds of inputs or actions does this task require from the user?

This task requires the user to press any invalid key on their keyboard.

What kinds of outputs or results occur by virtue of performing this task?

The result will be an error noise and the information box blinking, with a tip popping up to aide the user

What automatic actions does this task expect from the system?

Character should not appear in textbox.

Noise will sound.

Information tool tip will pop up informing the user of their error

What special characteristics of this task should we record?

Users may miss-press keys.

Is there a subtask that must come immediately before?

User should navigate to the login/signup form before this.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals.

How can this task fail?

If the user does not have a method of inputting symbols, the task fails.

If the user inputs a correct key, the task fails.

How frequently is this task performed?

This task should be performed as less often as possible during the sign up process, [the sign up]

will occur about once per user.
How rigid is this task?
The user either presses a key or doesn't. It doesn't get much more rigid than that.
Are there any situational constraints?
None
What are the specific usability expectations and how do we determine if we have satisfied these expectations?
We will have satisfied these conditions if the user cannot input a foreign character into the password textbox.

Click/Hover on Information Icon	Task	New		v1.0.0	0				
Description:	Textbox appears which informs the user of the accepted characters								
	What is the goal of this task?								
	The goal of this textbox	task is to display to the	user which characte	rs can be accepted i	n the password				
	Is this a subtask of another task?								
	This task is a subtask of the task Enter Password .								
	What subtasks define this task?								
	This task has no subtasks.								
	What nonuser interface functions does this task require?								
	This task will set the tool tip to be displayed								
	What kinds of in	puts or actions does th	is task require from	the user?					
	This task require	es the user to hover the	eir mouse over or clic	k the icon					
	What kinds of o	utputs or results occur	by virtue of performi	ng this task?					
	Tooltip should b	e displayed while the u	sers mouse is hover	ng over the icon.					
	What automatic	actions does this task	expect from the syste	em?					
	Tool tip should be displayed.								
	If user moves their mouse away, the tool tip should disappear.								
	What special characteristics of this task should we record?								
	Users may accidentally hover over the icon, restricting their view of the password t								

Is there a subtask that must come immediately before?
User should navigate to the login/signup form before this.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can co-

	occur?						
	Typing in any of the text	boxes can co-occur wit	th this task.				
	What, if any, primary en						
	The user's computer and						
	How can this task fail?						
	If the user does not hav	e a method of hovering	g over the icon, the task fails	5			
	How frequently is this ta						
	This task should be perf occur about once per us		ded during the sign up proc	ess, [the sign up] will			
	How rigid is this task?						
		lly move their mouse o	ver the icon, triggering the	tool tip			
	Are there any situationa			·			
	None						
	What are the specific us expectations?	What are the specific usability expectations and how do we determine if we have satisfied these expectations?					
	We will have satisfied these conditions if the user can hover over the information box a tool tip displayed to them						
Re-Enter Password	Task Nev	v	v1.0.0	0			
	-						
Description:	User is prompted with:						
Description:	User is prompted with: textbox to enter p label for the textb						
Description:	• textbox to enter p						
Description: Press Character Key(s)	• textbox to enter p	ox	v1.0.0	0			
	textbox to enter p label for the textb Task Nev	v		0			
Press Character Key(s)	textbox to enter p label for the textb Task Password will take any le	v etter character both ca		0			
Press Character Key(s)	textbox to enter p label for the textb Task Password will take any le What is the goal of this textory.	v etter character both ca task?					
Press Character Key(s)	• textbox to enter p • label for the textb Task New Password will take any l What is the goal of this t The goal of this task is to	v etter character both ca task? o allow the user to inpu	pital and miniscule				
Press Character Key(s)	textbox to enter p label for the textb Task Password will take any low that is the goal of this to the goal of this to the goal of this task is to username.	etter character both ca task? o allow the user to inpu	pital and miniscule ut any letter character as pa				

This task has no subtasks. What nonuser interface functions does this task require? This task will run a check to see if the character can be accepted. What kinds of inputs or actions does this task require from the user? This task requires the user to press any letter key on their keyboard. What kinds of outputs or results occur by virtue of performing this task? The output will be the placeholders for the letter(s) appearing in the re-enter password textbox. What automatic actions does this task expect from the system? If an invalid letter is entered, the help icon should light up. What special characteristics of this task should we record? Users may try to enter characters with accents or from other languages. Is there a subtask that must come immediately before? User should navigate to the login/signup form before entering any characters. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? No. What, if any, primary entities are involved in this subtask? The user's computer and its components/peripherals. How can this task fail? If the user does not have a method of inputting letters, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, which will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None What are the specific usability expectations and how do we determine if we have satisfied these expectations? We will have satisfied these conditions if the user can enter a capital or miniscule letter of the English alphabet at their own leisure.

Ensure Password Cannot Be Read	Task	New	v1.0.0	0
	-			

On key press, the character will not show in the re-enter password textbox, it will be replaced with a dot/asterisk to ensure privacy

What is the goal of this task?

The goal of this task is to allow the user to input any character and keep it private.

Is this a subtask of another task?

This task is a subtask of the task Re-Enter Password.

What subtasks define this task?

This task has no subtasks.

What nonuser interface functions does this task require?

This task will replace any valid character with a placeholder.

What kinds of inputs or actions does this task require from the user?

This task requires the user to press any letter key on their keyboard.

What kinds of outputs or results occur by virtue of performing this task?

The output will be the placeholder(s) appearing in the re-enter password textbox .

What automatic actions does this task expect from the system?

The inputted character should be made sure never to be displayed in the re-enter password textbox, only the placeholder character.

What special characteristics of this task should we record?

Users may not be able to remember what key they had previously pressed.

Is there a subtask that must come immediately before?

User should navigate to the login/signup form before entering any characters.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals.

How can this task fail?

If the user does not have a method of inputting letters, the task fails.

If the inputted character itself is displayed, the task fails.

How frequently is this task performed?

This task should be performed as often as necessary during the sign up process, which will occur about once per user.

How rigid is this task?

This task is not handled by the user.

Are there any situational constraints?
Heavy privacy constraints
What are the specific usability expectations and how do we determine if we have satisfied these expectations?
We will have satisfied these conditions if the user cannot see what they have entered in the reenter password textbox and their privacy is protected.

	We will have satisfied these conditions if the user cannot see what they have entered in the reenter password textbox and their privacy is protected.						
Press Accepted Symbols Key(s)	Task	New	v1.0.0	0			
Description:		Password will take any number, as well as any symbols with the exception of quotation marks and colons/semicolons, as well as mathematical and bitwise operators					
		e goal of this task?	·				
		of this task is to allow the user to in	nput any accepted symbol as p	part of their unique			
	Is this a subtask of another task?						
	This task is a subtask of the task Re-Enter Password .						
	What subtasks define this task?						
	This task has no subtasks.						
	What nonuser interface functions does this task require?						
	This task will run a check to see if the symbol can be accepted.						
	What kind	s of inputs or actions does this tas	k require from the user?				
	This task r	equires the user to press any sym	bol key on their keyboard.				
	What kind	s of outputs or results occur by vir	tue of performing this task?				
	The output will be the placeholder for the symbols(s) appearing in the re-enter password textbox						
	What auto	matic actions does this task exped	ct from the system?				
	If an inval	id symbol is entered, the help icon	should light up.				
	What spec	cial characteristics of this task shou	ıld we record?				
	Users may	try to enter symbols from other l	anguages.				
	Is there a	subtask that must come immediat	ely before?				
	User shou	ld navigate to the login/signup for	m before entering any charac	cters.			
	In this sub occur?	otree is there a task that this task is	s the immediate predecessor (of, or a task that can co			
	No.						

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals. How can this task fail? If the user does not have a method of inputting symbols, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None What are the specific usability expectations and how do we determine if we have satisfied these expectations? We will have satisfied these conditions if the user can enter an accepted symbol at their own leisure.

Press Tab or Enter Key	Task	New		v1.0.0	0				
Description:	Pressing 'ta	ab' or 'enter' will move th	e focus to the next tab	order					
	What is the	goal of this task?							
	The goal o	this task is to allow the	ser to 'tab' to the next	line, in this case, Cre	ate User button				
	Is this a su	otask of another task?							
	This task is	a subtask of the task Re-	Enter Password .						
	What subta	sks define this task?							
	This task h	This task has no subtasks.							
	What nonu	What nonuser interface functions does this task require?							
		This task will run a check to see if the input can be accepted and will switch focus to the Create User button.							
	What kinds	What kinds of inputs or actions does this task require from the user?							
	This task re	equires the user to press	he tab or enter key on	their keyboard.					
	What kinds	What kinds of outputs or results occur by virtue of performing this task?							
	The result button.	will be the switching of fo	cus from the re-enter բ	password textbox to	the Create User				
	What auto	natic actions does this ta	sk expect from the syst	tem?					

The focus should be switched.

	What special ch Users may miss	aracteristics of this task sho s-press keys.	uld we record?				
	-	isk that must come immedia	tely before?				
	User should navigate to the login/signup form before this, and should probably completely fill in their password before pressing tab or enter.						
	·		s the immediate predecessor o	of, or a task that can co-			
	No.						
	What, if any, primary entities are involved in this subtask?						
	The user's comp	puter and its components/p	eripherals.				
	How can this ta	How can this task fail?					
	If the user does	If the user does not have a method of inputting symbols, the task fails.					
	If the tab orders are not assigned, the task fails.						
	How frequently is this task performed?						
	This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that.						
	None	·					
	What are the specific usability expectations and how do we determine if we have satisfied these expectations?						
	We will have sat	tisfied these conditions if the	e user can tab to the Create Us	er button.			
Press Backspace or Delete Key	Task	New	v1.0.0	0			
Description:	Pressing hacksr	nace or delete will perform it	s intended function				
•	Pressing backspace or delete will perform its intended function What is the goal of this task?						
	_		lelete characters if thev've mad	le a mistake.			
	The goal of this task is to allow the user to delete characters if they've made a mistake. Is this a subtask of another task?						
		btask of the task Re-Enter P	assword .				
	What subtasks define this task?						
	This task has no						
	What nonuser i	nterface functions does this	task require?				

This task will run a check to see if the input can be accepted and will either backspace or delete

depending on the input. What kinds of inputs or actions does this task require from the user? This task requires the user to press the tab or enter key on their keyboard. What kinds of outputs or results occur by virtue of performing this task? The result will be the elimination of a character from the re-enter password textbox. What automatic actions does this task expect from the system? Character should disappear from textbox What special characteristics of this task should we record? Users may miss-press keys. If there is no character in the textbox, nothing will happen. Is there a subtask that must come immediately before? User should navigate to the login/signup form before this. In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur? No. What, if any, primary entities are involved in this subtask? The user's computer and its components/peripherals. How can this task fail? If the user does not have a method of inputting symbols, the task fails. How frequently is this task performed? This task should be performed as often as necessary during the sign up process, [the sign up] will occur about once per user. How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None What are the specific usability expectations and how do we determine if we have satisfied these expectations? We will have satisfied these conditions if the user can erase a character from the re-enter password textbox. Task Press Any Other Key New v1.0.0 **Description:**

Any other key press will not appear in the textbox. An error noise will sound and the information

will display from the icon beside the password textbox

What is the goal of this task?

The goal of this task is to deny the user a chance to input any invalid characters.

Is this a subtask of another task?

This task is a subtask of the task Re-Enter Password.

What subtasks define this task?

This task has no subtasks.

What nonuser interface functions does this task require?

This task will run a check to see if the input can be accepted and will not allow the user to input an invalid character.

If the character is invalid, an error noise will play and the information icon will blink.

What kinds of inputs or actions does this task require from the user?

This task requires the user to press any invalid key on their keyboard.

What kinds of outputs or results occur by virtue of performing this task?

The result will be an error noise and the information box blinking, with a tip popping up to aide the user

What automatic actions does this task expect from the system?

Character should not appear in textbox.

Noise will sound.

Information tool tip will pop up informing the user of their error $% \left(1\right) =\left(1\right) \left(1\right)$

What special characteristics of this task should we record?

Users may miss-press keys.

Is there a subtask that must come immediately before?

User should navigate to the login/signup form before this.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can cooccur?

No.

What, if any, primary entities are involved in this subtask?

The user's computer and its components/peripherals.

How can this task fail?

If the user does not have a method of inputting symbols, the task fails.

If the user inputs a correct key, the task fails.

How frequently is this task performed?

This task should be performed as less often as possible during the sign up process, [the sign up]

	Are there any situational constraints? None What are the specific usability expecta expectations?	How rigid is this task? The user either presses a key or doesn't. It doesn't get much more rigid than that. Are there any situational constraints? None What are the specific usability expectations and how do we determine if we have satisfied these expectations? We will have satisfied these conditions if the user cannot input a foreign character into the re-				
Create User	Feature New	v1.0.0 0				
Description:						
User Login	Feature New	v1.0.0 0				
Description:	gain access to the game launcher. Is this a subtask of another task?: Yes, What subtasks define this task?: Enter What nonuser interface functions does Username, Email, and Password. This What kinds of inputs or actions does the enter a valid Username, email and pase What kinds of outputs or results occur will be a User gaining access to the may What automatic actions does this task the credentials entered by the user. What special characteristics of this tase Is there a subtask that must come immed and Signup, or sign-in as Guest. In this subtree is there a task that this occur? This task co-exists with Sign up What, if any, primary entities are involverification, System User Creation.	his task require from the user?: This task requires a User to sword. by virtue of performing this task?: The output of this task ain client. expect from the system?: The system is expected to validate k should we record? nediately before?: The User has the option to skip this task task is the immediate predecessor of, or a task that can co-				

	up or logins i	n as guest.				
		tly is this task performed?: Ide I at all if User want's to be a G	eally once per user(Alternate acc Guest.	ounts). Doesn't need to		
		his task? This task is flexibly r will deviate based on whose	igid. It will always be the same ii logging in.	nformation and regex		
		situational constraints?	-33 3			
	What are the specific usability expectations and how do we determine if we have satisfied these expectations?: Information required is clear, incorrect information is displayed well, and this is satisfied if a User can intuitively login.					
Enter Email	Task	New	v1.0.0	0		
Description:						
Enter Password	Task	New	v1.0.0	0		
Description:						
Save Login	Task	New	v1.0.0	0		
Description:						
Verify Login	Task	New	v1.0.0	0		
Description:						
Is Username connected to a UserId	Task	New	v1.0.0	0		
Description:						
Is Password Sha or Md5 match UserId	Task	New	v1.0.0	0		
Description:						
Guest Login	Feature	New	v1.0.0	0		
Description:	What is the goal of this task?: The Goal of this Task is for a user to login as a guest user and not requiring to signup or login with their own information.					
	Is this a subtask of another task?: Yes, This is a subtask of Signup/Login Form					
	What subtasks define this task?: None. What nonuser interface functions does this task require?: This task requires the interface to					

populate the user credentials and profile with 'Guest' credentials.

What kinds of inputs or actions does this task require from the user?: This task requires a User to click 'Signin as Guest'

What kinds of outputs or results occur by virtue of performing this task?: The output of this task will be a User gaining access to the main client as a guest.

What automatic actions does this task expect from the system?: The system is expected to bypass the login validation and populate vars with 'Guest' vars.

What special characteristics of this task should we record?

Is there a subtask that must come immediately before?: The User has the option to skip this task and Login, or sign-up.

In this subtree is there a task that this task is the immediate predecessor of, or a task that can co-occur? This task co-exists with SignIn and Signup.

What, if any, primary entities are involved in this subtask? User, System.

How can this task fail?: This task should not fail.

How frequently is this task performed?: Ideally once per user(Alternate accounts). Doesn't need to be performed at all if User want's to use their own credentials.

How rigid is this task? This task is flexibly. It can be avoid and the user can user their own credentials to login.

Are there any situational constraints?

What are the specific usability expectations and how do we determine if we have satisfied these expectations?: A user is able to access the main client without signing up or logging in.

			_	_	
Set Username = Guest	Task	New		v1.0.0	0
Description:					
Ignore Password	Task	New		v1.0.0	0
Description:					
Icons	Task	New		v1.0.0	0
Description:					
Array of Game display (3*n)	Task	New		v1.0.0	0
Description:					

Hover effect	Task	New		v1.0.0	0
Description:					
On-click	Task	New		v1.0.0	0
Description:					