Use Case: Manage Account

**1.1** **Brief Description**

The goal of this use case is to permit a user to view and make changes to their member account. The user prompts the system to manage their member account. The system displays the user’s current member account data. The user prompts the system to make changes in their member account. The system validates the input proposed by the user and retains the effective changes. See Appendix A for details.

**2. Included Use Cases**

N/A

**3. Preconditions**

The user is logged into the system with a member account.

**4. Flow of Events**

**4.1 Basic Flow – The user changes a member password**

1. This use case begins when the user has successfully logged in with the system.

2. The user prompts the system to display changeable account characteristics.

3. The system displays a list of account options.

4. The user prompts the system to change member password.

5. The system prompts the user to authenticate using the current member password.

6. The system prompts the user to determine the new member password.

7. The use case ends.

**4.2 Alternative Flow – The user assigns a member avatar**

See Appendix A for data definitions.

1. This use case begins when the system has displayed a list of account options.

Reference: basic flow step 3.

2. The user prompts the system to assign a member avatar.

3. The system displays a list of available member avatars.

4. The user chooses a member avatar option.

5. The use case ends.

**4.3 Exception Flows**

E1: System determines that new member password is identical to the old password.

1. This flow begins when the system recognizes that the new entered password is identical to the old member password. Reference: basic flow step 6.

2. The system presents a message informing the user that the new entered password is invalid.

3. The use case ends.

E2: System determines that the current password is invalid.

1. This flow begins when the system recognizes that the current entered password is not valid.

Reference: basic flow step 5.

2. The system presents a message informing the user that the inputted password does not match the recorded member password.

3. The use case ends.

**5. Requirements**

N/A

**6. Post-conditions**

N/A

**7. Notes & Open Issues**

Q1: What type of constraints should we add for narrowing down the different types of passwords/usernames users can register?

**8. Out of Scope (Future Functionality)**

8.1 Chess piece customization

8.1.1 *When navigating the profile menu page, the user will have the option to choose a custom chess piece vanity skin.* See Appendix A for data details.

8.2 Chess board customization

8.2.1 When navigating the profile menu page, the user will have the option to choose a custom chess board vanity skin.

**Appendix A – Data Definition**

1. Definitions of in-program mechanics.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Field Name** | **Description** | **Type** | **Valid Values** | **Default** | **Business Rules** |
| Member Account | The member account consists of a username/password combo registered with the JAR Chess game. | Account Object | Null | N/A | Set/View |
| System | Represents the structure making the JAR Chess game. | N/A | N/A | N/A | N/A |
| Member Avatar | A photo chosen to represent a unique user. | Photo | N/A | Stock Image | Set/View/Change |
| Member Username | A name chosen to represent a unique user. | Text | ? | Null | Set/View |
| Member Password | A name chosen to authenticate a user. | Text | ? | Null | Set/View/Change |
| Chess Piece Vanity Skin | An appearance used to customize user’s chess pieces | Photo | Custom/  Default | Black/  White | Set/View/Change |
| Chess Board Vanity Skin | An appearance used to customize user’s chess board | Photo | Custom/  Default | Black/  White | Set/View/Change |

**Appendix B – Allowable actions depending on Login status**

|  |  |  |
| --- | --- | --- |
| **Login Status** |  |  |
| Online | X |  |
| Offline |  | X |
|  |  |  |
| **Profile Functions** |  |  |
| Login |  | X |
| Logout | X |  |
| Change Password | X |  |
| Change Avatar | X |  |