

CS414: Object-Oriented Design - Fall 2018

Project 1: **Banqi Game Use Cases**

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numbering)**

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Identified Use Cases:

- Create Account
- New Game
- View Board
- Play Game/Move
- Forfeit game
- View Profile
- View Match History
- Respond to invitation
- Login
- Logout
- Unregister Account

Fully-dressed Use Cases:

Use case id:	1
Use case name:	Create Account
Overview:	User creates an account with an email address, password and the nickname they will use during play in order to be a registered User.
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	<ol style="list-style-type: none">1. User has a valid email, not associated with a registered account2. The User's nickname is not already in use by another registered User3. The User does not already have a registered account
Main flow:	<ol style="list-style-type: none">1. The User enters the email, password and nickname they will use for their created account2. The system checks to see that the submitted email address and nickname are not in use by any other registered Users.3. The system determines that the credentials are not in use by another registered User.4. The system creates the User's account and thus, the User is registered
Post-conditions:	The User has a registered account on the system

Alternative flows:	<p>2a. Invalid Email</p> <p>2a1. The User enters an invalid email when creating an account:</p> <p>2a2. The system reports back to the User that the provided email is not a syntactically valid email (e.g. no @ symbol in the input).</p> <p>2a3. The system does not create an account for the User.</p> <p>2b. Email/nickname already in the system</p> <p>2b1. The User enters an email, password and nickname for their new account, but the email and/or nickname is/are already taken.</p> <p>2b2. The system reports back that account was not created, because either or both of the email and nickname are associated with an existent User.</p> <p>2b3. The system does not create an account for the User.</p>
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Use case id:	2
Use case name:	New Game
Overview:	User creates a new game and is required to invite a second user
Primary Actors:	User - Host
Secondary Actors:	User - Player 2
Pre-conditions:	Both User - Host, and User - Player 2 have a registered account
Main flow:	<ol style="list-style-type: none"> 1. User creates a new game 2. User inputs nickname of a User to invite to play 3. Invite is sent to (other) User
Post-conditions:	A game is created and an invite is sent out to the player, which the hosting User invited.
Alternative flows:	<p>2a. The user inputs the nickname of another User with whom to play, but the system finds that the provided nickname is not associated with a registered User.</p> <p>2a1. The system reports the nonexistence of the chosen opponent (invited User) back to the hosting User.</p> <p>2a2. The system does not send the invite.</p>

Use case id:	3
Use case name:	View Board
Overview:	User can view the Board for the Banqi Game they are playing, which will show them the current positions of all of the Pieces on the Board for both teams, even if it is not their turn.
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	User must be one of the two registered Users involved in the game they are playing. The Board they are intending to view must also be for a current, active game.
Main flow:	<ol style="list-style-type: none"> 1. User clicks on a button to view the board for a specific game 2. The system opens the specific game Board for the User. 3. The User views the board and assess the board for move to make, if it is their turn. <p>Extension point Play Game/Move</p> <ol style="list-style-type: none"> 4. Whether or not a move has been made, the User closes the board, awaiting the system to notify them it is their turn again.
Post-conditions:	User has seen the current board of the Banqi Game
Alternative flow	<p>2a. It is a User's turn and they viewed the board, but did not make a move.</p> <ol style="list-style-type: none"> 2a1. The system does not notify the opposing User that it is their turn, because the User did not actually play/make a move. 2a2. It still remains that User's turn.

Use case id:	4
Extension Use Case:	Play Game/Move
Overview:	The game is running and it is a User's turn to move, with system checking conditions each move to ensure that the move is valid.
Primary Actors:	User - Host, User - 2nd Player
Secondary Actors:	None
Segment 1 pre-conditions:	The game exists, both Users are in the game

Segment 1 main flow:	<ol style="list-style-type: none"> 1. System notifies User it is their move (on game creation, User that sent invite is first to move) 2. The User clicks a view game board button. 3. The system opens the current game board for the User, which the User assesses before making a move. 4. User attempts to move, System checks if move is valid 5. Move is made if valid, System updates game status 6. System checks if game is over <ol style="list-style-type: none"> a. If yes, game is over, record match history b. If no, other user gets notified it is their turn, repeats
Segment 1 post-conditions:	The User has moved and it is now the other User's move
Segment 1 alternative flows:	<ol style="list-style-type: none"> 1a. The system prompted the user about it being their turn, but the other User since forfeited the game. <ol style="list-style-type: none"> 1a1. The User tries to view the game board, but the system says the game is forfeited. 1a2. The system provides the User with an option to see the effect it has on their match history. 4a. The User who is currently eligible to take a turn, selects an invalid move. <ol style="list-style-type: none"> 4a1. The system notifies the User that the move could not be Completed. 4a2. The User reassess the game board for a valid move.

Use case id:	5
Use case name:	Forfeit Game
Overview:	A user who is in the game can cancel the game
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	The game exists, is active and is not cancelled
Main flow:	<ol style="list-style-type: none"> 1. User who wants to quit, clicks on the forfeit button 2. The system prompts that User to confirm they actually want to forfeit. 3. That User confirms they want to forfeit the game. 4. The other User in the game is notified that the User they were playing against forfeited the game. 5. The game is recorded in the match history of both Users: a

	loss for the User who forfeited and a win for the other User.
Post-conditions:	The game is cancelled
Alternative flows:	<p>3a. The User had selected to forfeit the game, but then changes their mind when the system asks them if they really want to do so.</p> <p>3a1. The system cancels the process of forfeiting the game.</p> <p>3a2. No changes are made to the match history of either player.</p> <p>3a3. The system ensures that the game continues as normal.</p>

Use case id:	6
Use case name:	View Profile
Overview:	User can view profile of their own account, and can view the accounts of any other user
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	User must have created a profile of their own. Other users must have created their own profiles
Main flow:	<p>4. User clicks on view own profile button to view their personal profile</p> <p>5. User clicks view profile of a different user to view that users profile</p>
Post-conditions:	User has viewed own profile, or user has viewed another users profile
Alternative flows:	

Use case id:	7
Use case name:	View Match History
Overview:	A user can view the results of the previous Banqi games they have played.
Primary Actors:	User

Secondary Actors:	None
Pre-conditions:	A user has a valid profile to play Banqi games and the user has played at least one previous game
Main flow:	<ol style="list-style-type: none"> 1. User clicks on their own profile or to view that of another user. 2. Once on the profile, the User then selects an option to view the match history of that user.
Post-conditions:	User must exist to view their profile and history.
Alternative flows:	A user selects another user's profile but, once there, finds that user does not have a match history.

Use case id:	8
Use case name:	Respond to Invitation
Overview:	A user is invited to play a game can either accept or reject that invitation.
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	The user of a new game sends an invitation.
Main flow:	<ol style="list-style-type: none"> 1. A user receives an invitation to join a created game 2. That user either accepts or rejects the game invite 3. The system begins the game between the User who sent the invite and the User who accepted the invite.
Post-conditions:	The user joins a game if the invitation is accepted, or the user has rejected the invitation.
Alternative flows:	<p>2a. An invited User (1) accepts the invitation, but a different User (2) already accepted the game invite before User (1):</p> <ol style="list-style-type: none"> 2a1. The system tells User (1) that the someone else already accepted an invitation to play. 2a2. User (1) no longer sees the invitation for or anything about that game.

Use case id:	9
Use case name:	Login
Overview:	A user with a registered account can log into the system.
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	A registered user is currently logged out of the system.
Main flow:	<ol style="list-style-type: none"> 1. The User enters a username/email and a password associated with their registered account. 2. The system authenticates the user. 3. The system logs the user in to the game interface.
Post-conditions:	A registered user is logged into the system.
Alternative flows:	<p>2a. The User enters a username/email and a password, but the system finds that there is no account registered with either or both those credentials.</p> <p>2a1. The User is not logged in.</p> <p>2a2. The system prompts the User, stating the email and/or password entered were invalid or unregistered.</p>

Use case id:	10
Use case name:	Logout
Overview:	A User who is currently logged into the system can choose to log out of the system, but will be able to log back in at any time.
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	The User intending log out of the system is a registered User and is currently logged into the system.
Main flow:	<ol style="list-style-type: none"> 1. The User selects an option to log out of the system 2. The system logs the User out
Post-conditions:	A registered User is logged out of the system.
Alternative flows:	

Use case id:	11
Use case name:	Unregister Account
Overview:	A User is able to unregister their account on the system
Primary Actors:	User
Secondary Actors:	None
Pre-conditions:	The User choosing to unregister themselves from the system has a registered account on the system.
Main flow:	<ol style="list-style-type: none"> 1. The User chooses the option to unregister their account. 2. The system confirms with the User that they want to unregister with a prompt on the screen. 3. The User confirms they want their account unregistered. 4. The account is removed from the system database of registered accounts. 5. The system unregisters the User.
Post-conditions:	The specified account is no longer active and the User associated with that account is unregistered.
Alternative flows:	<p>3a. When the system prompts the User to confirm they want to unregister their account, they select cancel.</p> <p>3a1. The system cancels the unregistering process.</p> <p>3a2. The User's account remains registered in the system.</p>