

Use-Case Specification: Sign Up

Version 1.2

Revision History

Date	Version	Description	Author
01.11.2017	1.0	Create UC	Team SuperWoman
13.11.2017	1.1	Added Narrative	Team SuperWoman
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Table of Contents

1.	Use-Case Name	4
1.1	Brief Description	4
1.2	Mockup	4
2.	Flow of Events	5
2.1	Basic Flow	5
2.2	Narrative	6
3.	Special Requirements	6
4.	Preconditions	6
5.	Postconditions	6
6.	Extension Points	6

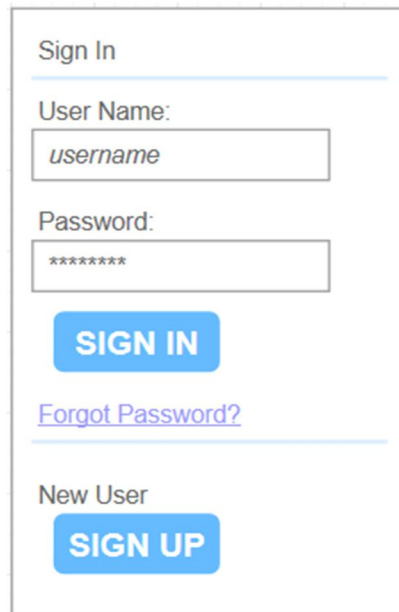
Use-Case Specification: Sign Up

1. Use-Case Name

1.1 Brief Description

The visitor has to create a new account to play the game.

1.2 Mockup



Sign In

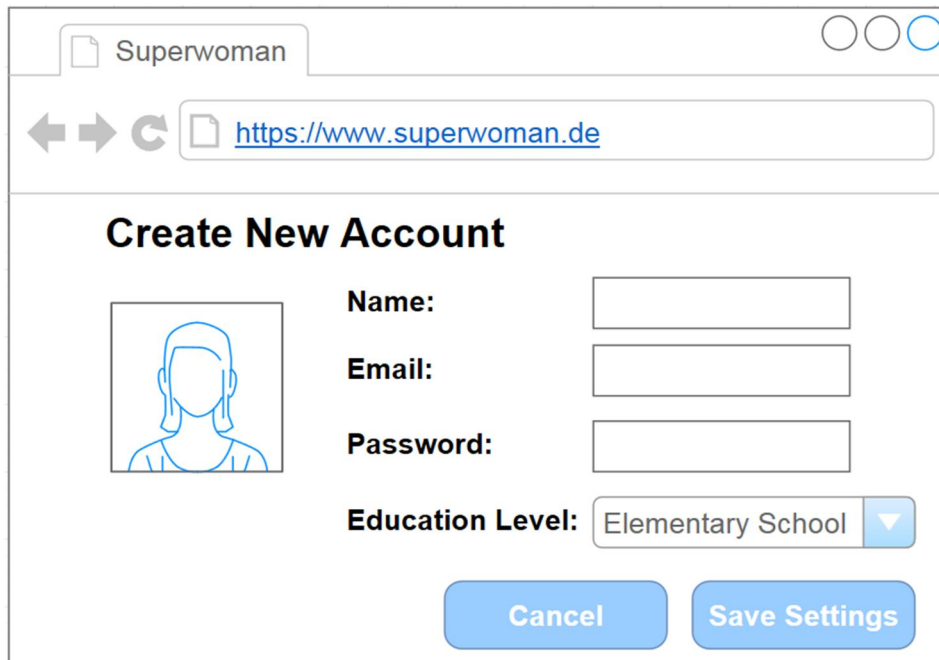
User Name:

Password:

SIGN IN

[Forgot Password?](#)


New User
SIGN UP



Superwoman

<https://www.superwoman.de>

Create New Account



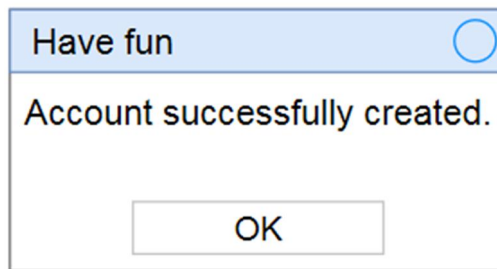
Name:

Email:

Password:

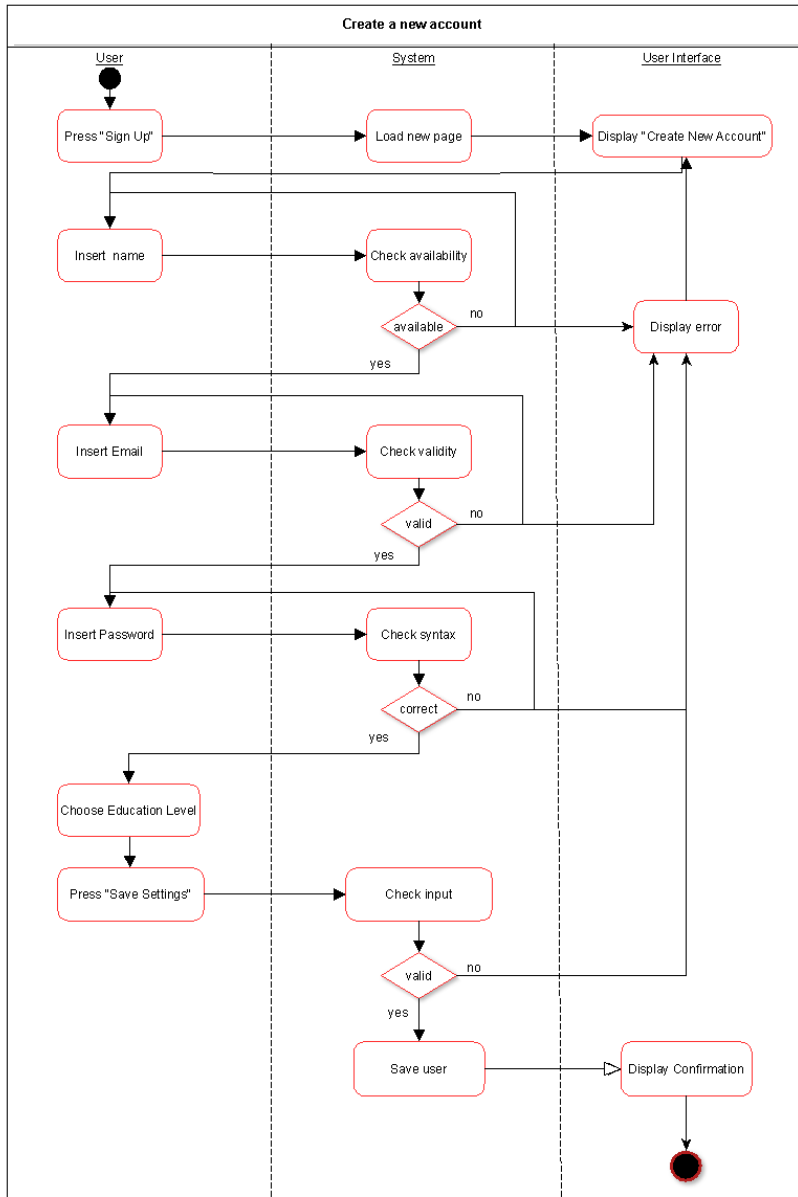
Education Level: ▼

Cancel **Save Settings**



2. Flow of Events

2.1 Basic Flow



2.2 Narrative

```
*SignUp_Test x
1 Feature: SignUp
2   As a visitor
3   I want to create a new account with my name, emailaddress, a password and
4   an education level
5
6 Scenario: SignUp successful
7   Given Visitor is on SignUp page
8   When Visitor provides username <username>, email <email>, password <password>
9   And Chooses education level
10  Then Visitor created an account
11  And Visitor should be shown a success message
12
13 Scenario: SignUp failed (incorrect input)
14  Given Visitor is on SignUp page
15  When Visitor provides username <username>, email <email>, password <password>
16  And Chooses education level
17  And Account with the given email or username already exists
18  Then Visitor did not create an account
19  And Visitor should be shown an error message
20
21 Scenario: SignUp failed (missing input)
22  Given Visitor is on SignUp page
23  When Visitor did not fill in all required elements
24  Then Visitor did not create an account
25  And Visitor should be shown an error message
```

3. Special Requirements

4. Preconditions

The user has no account yet. He needs to login in order that he can play the game.

5. Postconditions

A new database entry has been created with the user's data. After signing up, the user is able to login and play the game.

6. Extension Points

n/a