

# **Use-Case Specification: Sign Up**

**Version 1.0**

## Revision History

Date	Version	Description	Author
01.11.2017	1.0	Create UC	

# Table of Contents

# Use-Case Specification: Set Skills

## 1. Use-Case Name

### 1.1 Brief Description

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

### 1.2 Mockup

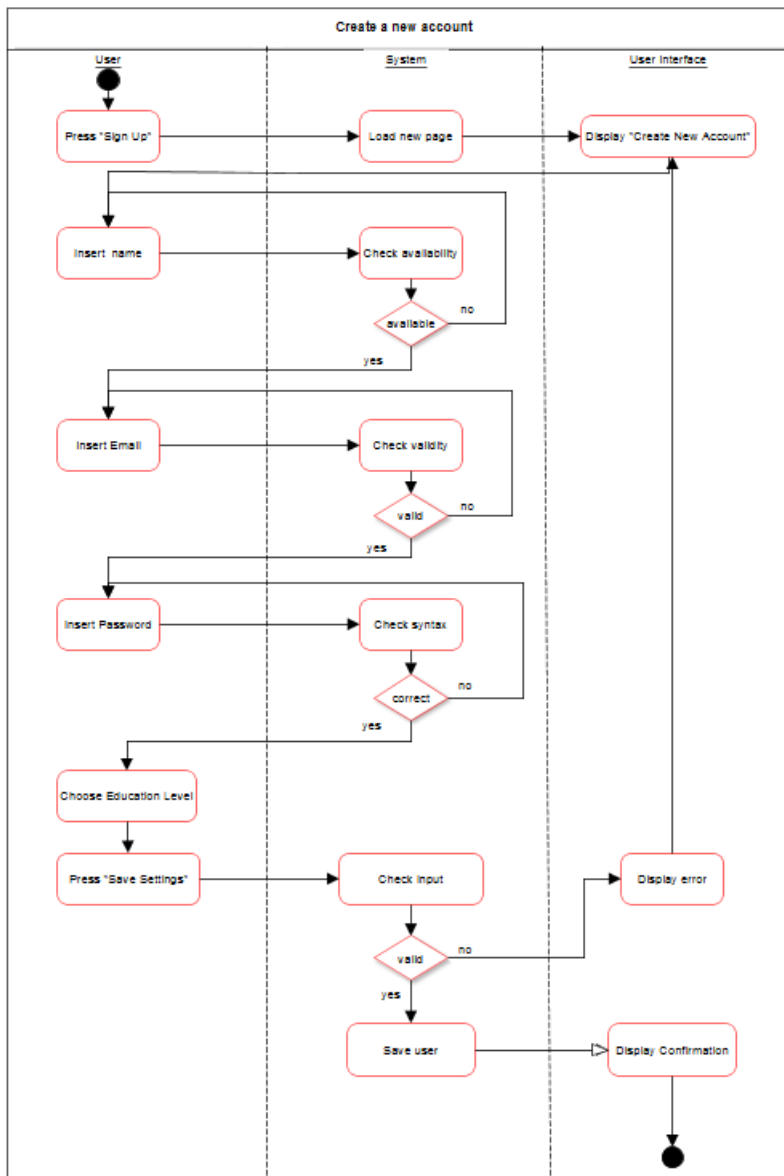
The mockup shows a web browser window titled "Superwoman". The address bar displays "https://www.superwoman.de". The main content area is titled "Create New Account". On the left, there is a placeholder icon for a user profile. To the right of the icon are four input fields: "Name:", "Email:", "Password:", and "Education Level:". The "Education Level:" field is a dropdown menu currently showing "Elementary School". At the bottom right of the form are two buttons: "Cancel" and "Save Settings".

The mockup shows a "Sign In" form. It has two input fields: "User Name:" with the placeholder text "username" and "Password:" with placeholder text "\*\*\*\*\*". Below the password field is a blue button labeled "SIGN IN". Below the button is a link labeled "Forgot Password?". At the bottom of the form is a section for "New User" with a blue button labeled "SIGN UP".

The mockup shows a "Have fun" dialog box. It has a title bar with the text "Have fun" and a close button. The main text area says "Account successfully created.". At the bottom is a button labeled "OK".

## 2. Flow of Events

### 2.1 Basic Flow



### 2.2 Alternative Flow

(n/a)

**3. Special Requirements**

**4. Preconditions**

**5. Postconditions**

**6. Extension Points**  
n/a