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| Module Name: | Signup |
| Module Number: | 1.0 |
| Module Description: | Player wants to create an account. |
| Input Parameters: | Username, email, password, confirm\_password, cellphone\_number, SMS\_confirmation\_number |
| Output Parameters: | Creates a new account.  User is taken to dashboard. |
| Called From: | N/A |
| Modules Called (Name and Number): | N/A |
| Author: | Ryan Rogers |
| Date: | May 8, 2017 |
| Peer Reviewer: | Gabe Martinez |
| Pseudocode: | Top:  If(SubmitButton.isClicked)  If(userDB.isFound(username))  Print Error(“Username already taken.”);  Goto Top;  EndIf  If(password != confirm\_password)  Print Error(“Error in confirm password field”);  Goto Top;  EndIf  String SMSconfirm = random.GenerateCode();  SMSHandler.Send(cellphone\_number, SMSconfirm);  Display SMS\_confirm\_field;  Display Submit\_SMS\_confirm\_button;  If(Submit\_SMS\_confirm\_button.isClicked)  If(SMSconfirm != SMS\_confirm\_field)  Goto Top;  EndIf  EmailHandler.Send(email, ConfirmationLink);  Print “A confirmation email has been sent to “ + email;  EndIf;  EndIf; |

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| Module Name: | Login |
| Module Number: | 1.1 |
| Module Description: | Player wants to login to their account. |
| Input Parameters: | Username, Password |
| Output Parameters: | Player is logged in and brought to their dashboard. |
| Called From: | N/A |
| Modules Called (Name and Number): | 1.1 Failed Login  1.2 Reset Password |
| Author: | Ryan Rogers |
| Date: | May 1, 2017 |
| Peer Reviewer: | Gabe Martinez |
| Pseudocode: | Tries = 0;  If(LoginButton.isClicked)  If(LoginCredentialsVerified)  Create session;  Send Player to Dashboard;  Else  Tries++;  If(Tries == 2)  Call 1.1 Failed Login;  EndIf  EndIf  EndIf |

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| Module Name: | Failed Login |
| Module Number: | 1.2 |
| Module Description: | Player enters invalid information on login page. |
| Input Parameters: | N/A |
| Output Parameters: | Account is locked out from being accessed for 10 hours.  An Email is sent to owner’s email account. |
| Called From: | 1 Login |
| Modules Called (Name and Number): | N/A |
| Author: | Ryan Rogers |
| Date: | May 1, 2017 |
| Peer Reviewer: | Gabe Martinez |
| Pseudocode: | Account.Lockout();  Account.Email(“Your account has been locked out for 10 hours.”); |

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| Module Name: | Reset Password |
| Module Number: | 1.3 |
| Module Description: | Player needs to enter a new password. |
| Input Parameters: | VerificationCode, NewPassword |
| Output Parameters: | Player changed their password |
| Called From: | 1 Login |
| Modules Called (Name and Number): | N/A |
| Author: | Ryan Rogers |
| Date: | May 1, 2017 |
| Peer Reviewer: | Gabe Martinez |
| Pseudocode: | Code=generateVerificationCode();  Account.sendVerificationCode(Code);  Display VerificationCodeField;  Display ConfirmButton;  If(ConfirmButton.isPressed)  If(VerificationCodeField == Code)  EnterPassword:  Display NewPasswordField;  Display ConfirmNewPasswordField;  Display EnterNewPasswordButton;  If(EnterNewPasswordButton.isPressed)  If(NewPasswordField == ConfirmNewPasswordField)  H = Hash(NewPasswordField);  Account.newPassword(H);  Else  Goto EnterPassword;  EndIf  EndIf  Else  Return to LoginPage;  EndIf  EndIf |