Use Case Section	Comment
Use Case Name	Register User
Scope	Banqi Application
Level	User-goal
Primary Actor	User (The person registering)
Stakeholders and Interests	Person registering: Wants to register and log in to play games. System: Needs a record of everyone registered
Preconditions	1) A person is not registered to the system. 2) Person has unique email, password, and nickname
Success Guarantee	User is registered
Main Success Scenario	1.) User enters unique email, password, and nickname 2.) User presses the submit button 3.) System checks to see if user already exists 4.) If user does not already exist, user will be registered as new user 5.) If user does already exist, the user will be prompted to try and create a different account
Extensions	A registration attempt may fail if the person registering entered a email or nickname that is not unique.
Special Requirements	None
Technology and Data Variations List	1.) Information entered w/ keyboard 2.) Submit button clicked by mouse 3.) User needs an adequate internet connection
Frequency of Occurrence	Occurs often
Miscellaneous	Once a user has registered, they won't have

| | to register again. |

Use Case Section	Comment
Use Case Name	Create Game
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	Registered users who want to create a game. System keeps track of created games.
Preconditions	A user must be registered to the system and has a connection to the game server.
Success Guarantee	A new game is created and the user is added as a player to the newly created game.
Main Success Scenario	1. Registered user clicks Game -> Create Game. 2. A "create game" request is transmitted to the game server. 3. The game server sends a success or fail response back to the user. 4. User is prompted with success or fail message. 5. If the game was successfully created the system adds the user to the newly created game.
Extensions	The system must assign unique identifiers for each game that is created by users.
Special Requirements	The game server must be available.
Technology and Data Variations List	Menu options clicked by mouse.
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Invite User
Scope	Banqi Application
Level	User-goal
Primary Actor	Registered User
Stakeholders and Interests	Registered Users: Users are interested in playing with either a singular or a set of other users. System: Wants to know which user is being invited to play and which game they are joining.
Preconditions	1.) All users must be properly registered. 2.) A game must be created before inviting other users to play
Success Guarantee	A new game is created and the user is added as a player to the newly created game. After a user is invited, they will successfully be added to the game.
Main Success Scenario	1.) User creates a new game. 2.) User invites player(s) to join newly created game. 3.) Invited user receives invitation
Extensions	An invite is sent but is received by the wrong user. An invite is sent to a non-existent user. An invite never gets sent even though a user clicked the submit button.
Special Requirements	None
Technology and Data Variations List	1.) User types invited users username w/ keyboard 4.) Send button clicked by mouse 5.) User needs an adequate internet connection
Frequency of Occurrence	Often

Miscellaneous	A user can only invite another user once at a time (one-to-one relationship)

Use Case Section	Comment
Use Case Name	Accept game
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User 1: Joins game, is ready to play User 2: Joins game, is ready to play System: Knows users have joined, and are ready to play.
Preconditions	Both users are registered, Game invitation has been extended
Success Guarantee	Users Enter, and start game
Main Success Scenario	1) User receives invite 2) User accepts invite 3) Both users start game
Extensions	1) User may reject game
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Reject game
Scope	Banqi Application

Level	User-goal
Primary Actor	User
Stakeholders and Interests	User 1: Invites user 2,would like to play User 2: Rejects game, does not want to play System: Knows not to create game
Preconditions	Both users are registered, Game invitation has been extended
Success Guarantee	Both users are notified the game has been rejected
Main Success Scenario	4) User receives invite 5) User rejects invite 6) Both users notified
Extensions	2) User may accept game
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Quit game
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User 1: In game, is playing User 2: In game, wants to quit System: Needs to know game is over to record stats.
Preconditions	Both users are registered, and in game
Success Guarantee	Game is stopped, stats are recorded, both

	users are notified
Main Success Scenario	1) A user selects to quit 2) Both users are notified of the intention to quit 3) The game stops, stats are recorded, and both players can no longer play
Extensions	1) Game fails to quit 2) User decides not to quit
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Unregister from System
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User: wants to unregister System: no longer has record of unregistered user
Preconditions	User is registered
Success Guarantee	User is unregistered
Main Success Scenario	1. User clicks unregister button 2. System removes information for user
Extensions	System still has user registered
Special Requirements	None
Technology and Data Variations List	Unregistered button is clicked with mouse

Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Record History
Scope	Banqi Application
Level	subfunction-level
Primary Actor	System
Stakeholders and Interests	System: Wants a log/record of all history of games for each user. User: Wants to be able to see their record (wins,losses,ties,draw,etc.)
Preconditions	A user must be registered to have a record
Success Guarantee	System logs record for a game and inserts the information for the specified user. Information that is logged: (Opponent, start date/time, end date/time, result of game)
Main Success Scenario	1.) Users play a game 2.) Once the game is finished the system will log the proper log information for both users playing. 3.) Users' records will be updated with the valid win,loss,draw,etc. information.
Extensions	System logs record information for the wrong user. System forgets to log record information for a registered user.
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often

Miscellaneous	System will keep track of all records and display a rankings list

Use Case Section	Comment
Use Case Name	View Profile
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User: views profile with information, and game history
Preconditions	User viewing profile is registered. User with profile is registered
Success Guarantee	User sees page with profile information
Main Success Scenario	1) User clicks "view profile" 2) User sees page with profile information
Extensions	1) User could not exist
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Start Game
Scope	Banqi Application
Level	User-goal

Primary Actor	Users
Stakeholders and Interests	Registered users who are apart of the game that will start. System keeps track of the state of the game.
Preconditions	The game has not already started. Two users are registered and have either accepted an invitation to the game or created the game.
Success Guarantee	The game starts and players begin.
Main Success Scenario	1. A registered user creates a game. 2. The same user invites another registered user to the game. 3. When / if the invited user accepts the invite, the system starts the game. 4. The users are notified the game has started. 5. The system marks the game as active, and no other users can join the game.
Extensions	If a joined player leaves the game before the game is started, the game will not start.
Special Requirements	Two users must have joined the game.
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Play Game
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	Users: Playing the game System: Keeps track of the game

Preconditions	Users must be registered and in an active game
Success Guarantee	Users take turns making legal moves.
Main Success Scenario	1) Users start game 2) Users take turns making moves 3) Users finish game
Extensions	1) Game is unable to be played 2) User quits game
Special Requirements	The game server must be available.
Technology and Data Variations List	Menu options clicked by mouse.
Frequency of Occurrence	Often
Miscellaneous	

Use Case Section	Comment
Use Case Name	Save game state
Scope	Banqi Application
Level	System-goal
Primary Actor	System
Stakeholders and Interests	System: keep track of all games User: play multiple games asynchronously
	Game must have started. Game state must have changed since last save.
Success Guarantee	Users can play multiple games asynchronously
Main Success Scenario	1.System saves game state
Extensions	Game state is not saved
Special Requirements	None
Technology and Data Variations List	None

Frequency of Occurrence	Often
Miscellaneous	None

User

Signs up

Register User

Unregister from
the System

Create Game

Invite User

Accept Game

Reject Game

Play Game

View Profile

Registered User

Unregisters

Creates

sends invite

responds to invite

plays

views

Start Game

Save game
state

Quit Game

« include »

« include »

Saves User info

Deletes User Info

saves

records

Record History

System