

Index

Use Case	Use Case ID	Page #
<i>Register</i>	ID: 01	Page 1
<i>Create Game</i>	ID: 02	Page 2
<i>Invite User</i>	ID: 03	Page 3
<i>Respond Invitation</i>	ID: 04	Page 4
<i>Quit Game</i>	ID: 05	Page 5
<i>Unregister</i>	ID: 06	Page 6
<i>Record History</i>	ID: 07	Page 7
<i>View Profile</i>	ID: 08	Page 8
<i>Start Game</i>	ID: 09	Page 9
<i>Play Game</i>	ID: 10	Page 10
<i>Save Game State</i>	ID: 11	Page 11

ID: 01

Use Case Section	Comment
Use Case Name	Register
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.
Preconditions	<ol style="list-style-type: none">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	<ol style="list-style-type: none">1.) User enters unique email, password, and nickname2.) User presses the submit button3.) System checks to see if user already exists4.) If user does not already exist, user will be registered as new user5.) System will then notify the user that they successfully registered
Extensions	<ol style="list-style-type: none">1.) A registration attempt may fail if the person registering entered a email or nickname that is not unique.2.) System will then notify the user that they unsuccessfully registered.
Special Requirements	None
Technology and Data Variations List	<ol style="list-style-type: none">1.) Information entered w/ keyboard2.) Submit button clicked by mouse3.) User needs an adequate internet connection
Frequency of Occurrence	Occurs often
Miscellaneous	Once a user has registered, they won't have to register again.

ID: 02

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.
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	<ol style="list-style-type: none">1. Registered user creates a new game2. 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 message.5. System adds the user to the newly created game.
Extensions	<ol style="list-style-type: none">1.) User is prompted with a failure message2.) System does not add the user to the newly created game
Special Requirements	The game server must be available.
Technology and Data Variations List	Menu options clicked by mouse.
Frequency of Occurrence	Often
Miscellaneous	<ol style="list-style-type: none">1.) The system must assign unique identifiers for each game that is created by users.

ID: 03

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.
Preconditions	<ol style="list-style-type: none">1.) Both the invitee and the invited players must be a registered user.2.) A game must be created before inviting other users to play
Success Guarantee	<ol style="list-style-type: none">1.) A user is invited to a game2.) The user accepts the invite and is added to the game.
Main Success Scenario	<ol style="list-style-type: none">1.) User creates a new game.2.) User invites player(s) to join newly created game.3.) Invited user receives invitation
Extensions	<ol style="list-style-type: none">1.) A user is invited to a game2.) The user declines the invite3.) The user is not added to the game
Special Requirements	None
Technology and Data Variations List	<ol style="list-style-type: none">1.) User types invited users username w/ keyboard4.) Send button clicked by mouse5.) 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)

ID: 04

Use Case Section	Comment
Use Case Name	Respond Invitation
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User 1: Sends invite to play game with other player User 2: Plays a game that he/she is invited to
Preconditions	Both users are registered, Game invitation has been extended
Success Guarantee	1.) User accepts invitation and a game is successfully created
Main Success Scenario	1) User 2 receives invite 2) User 2 accepts invite 3) User 1 (user that sent the invite) is notified that the invited user (User 2) has accepted the invitation 4) Both users start game
Extensions	1.) User 2 rejects the invitation 2.) User 1 is notified
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	None

ID: 05

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
Preconditions	Both users are registered, and in game
Success Guarantee	Game is stopped, stats are recorded, both users are notified
Main Success Scenario	<ol style="list-style-type: none">1) User selects to quit2) Both users are notified of the intention to quit3) The game stops, the stats are recorded, and both players can no longer play
Extensions	Nones
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	None

ID: 06

Use Case Section	Comment
Use Case Name	Unregister
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User: wants to unregister
Preconditions	User is registered
Success Guarantee	User is unregistered
Main Success Scenario	<ol style="list-style-type: none">1. User clicks unregister button2. System removes user login information, nickname, and profile for user3. User is notified that they have been unregistered
Extensions	<ol style="list-style-type: none">1.) User clicks unregister button2.) System fails to remove user login information, nickname, and profile for user3.) User is notified that they have not been unregistered
Special Requirements	None
Technology and Data Variations List	Unregistered button is clicked with mouse
Frequency of Occurrence	Often
Miscellaneous	None

ID: 07

Use Case Section	Comment
Use Case Name	Record History
Scope	Banqi Application
Level	subfunction-level
Primary Actor	System
Stakeholders and Interests	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	<ol style="list-style-type: none">1.) Users play a game2.) Once the game is finished the system logs the proper information for both users playing.3.) Each users record is updated with the opponents nickname, start/end date of time, and the end result of the game (i.e., win, loss, tie, draw, abandoned)
Extensions	None
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

ID: 08

Use Case Section	Comment
Use Case Name	View Profile
Scope	Banqi Application
Level	User-goal
Primary Actor	User
Stakeholders and Interests	User: wants to see their or another user's profile information.
Preconditions	User is registered and logged in.
Success Guarantee	User sees their or another user's profile with information such as wins, losses, ties, and games played.
Main Success Scenario	1) User requests to view profile 2) User sees their profile information
Extensions	1) User requests to view profile under another user's nickname 2) User see's profile information for the associated nickname.
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	None

ID: 09

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.
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	<ol style="list-style-type: none">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	<ol style="list-style-type: none">1.) A joined player leaves the game before the game is started2.) The game does not start
Special Requirements	Two users must have joined the game.
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	None

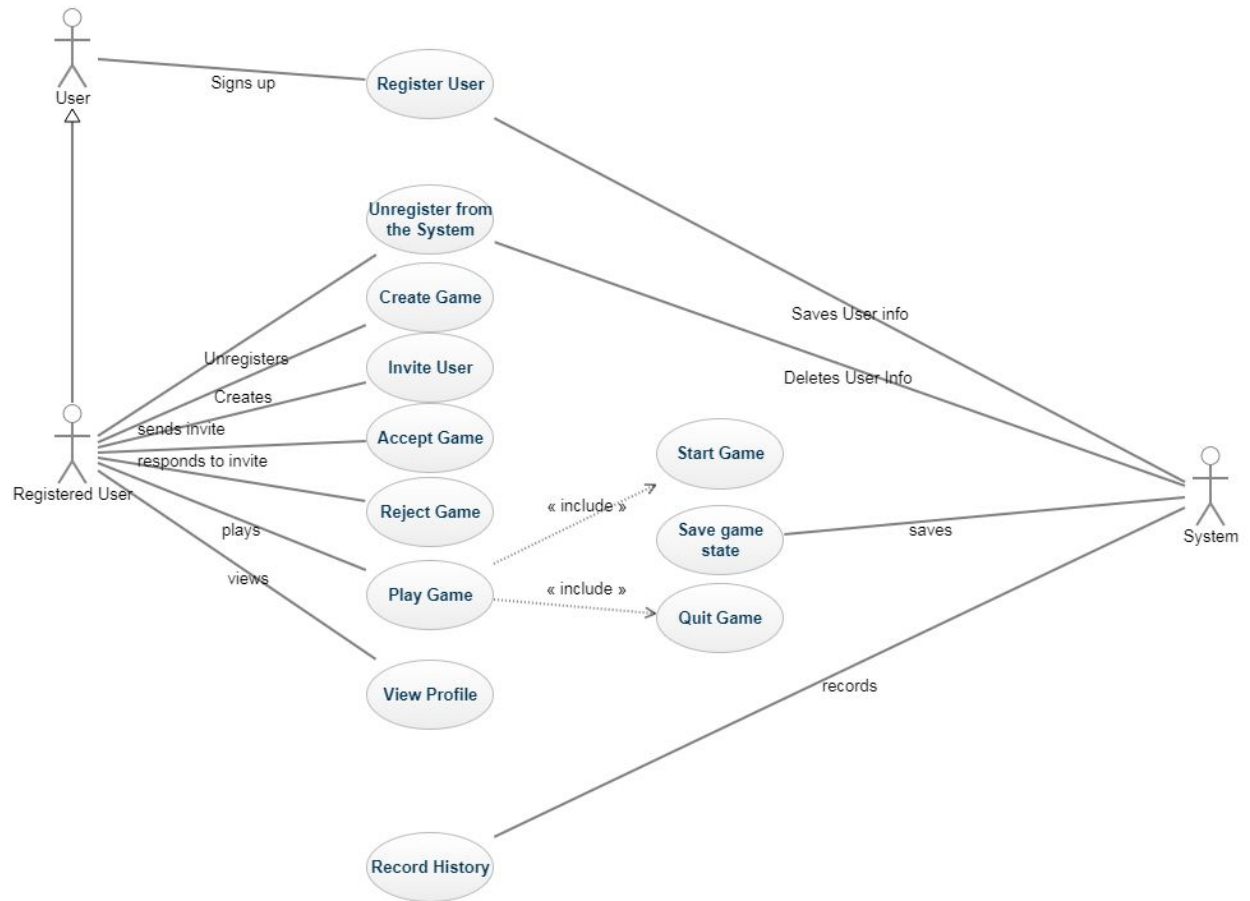
ID: 10

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
Preconditions	Users must be registered and in an active game
Success Guarantee	Users take turns making legal moves.
Main Success Scenario	<ol style="list-style-type: none">1.) User starts a new game2.) The user that invited another user to play gets to take his/her turn first3.) Both users take turns making moves4.) Users finish the game5.) System logs information specified in the Record History (ID 7) use case
Extensions	<ol style="list-style-type: none">1.) User starts a new game2.) The invited users gets to take his/her turn first3.) Both users take turns making moves4.) Users finish the game5.) System logs information specified in the Record History (ID 7) use case
Special Requirements	The game server must be available.
Technology and Data Variations List	Menu options clicked by mouse.
Frequency of Occurrence	Often
Miscellaneous	None

ID: 11

Use Case Section	Comment
Use Case Name	Save game
Scope	Banqi Application
Level	System-goal
Primary Actor	System
Stakeholders and Interests	User: Wants to be able to return to a game between logins without having to create a new game.
Preconditions	A game is created and has been started (aka a player has taken a turn). Game state must have changed since last save.
Success Guarantee	A game is properly saved with the right information
Main Success Scenario	1.) System saves game state
Extensions	1.) When game is finished system removes the last saved game state
Special Requirements	None
Technology and Data Variations List	None
Frequency of Occurrence	Often
Miscellaneous	None

OLD USE CASE DIAGRAM:



UPDATED USE CASE DIAGRAM:

