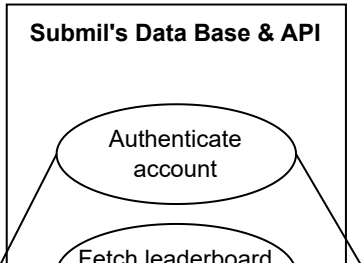


| Description Table | |
|-------------------|-------------------------------|
| Use Case | Requests Player info (Log In) |
| Actors | Player, Submil |
| | |

Submil Game



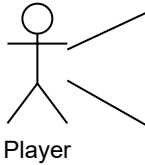
| Description Table | |
|-------------------|--|
| Use Case | Authenticate account |
| Actors | Submil, Database |
| Goal in Context | Submil connects with the database through an API that safely fetches information requested |
| Preconditions | For the user to have an existing account and provide necessary credentials (username + password) |

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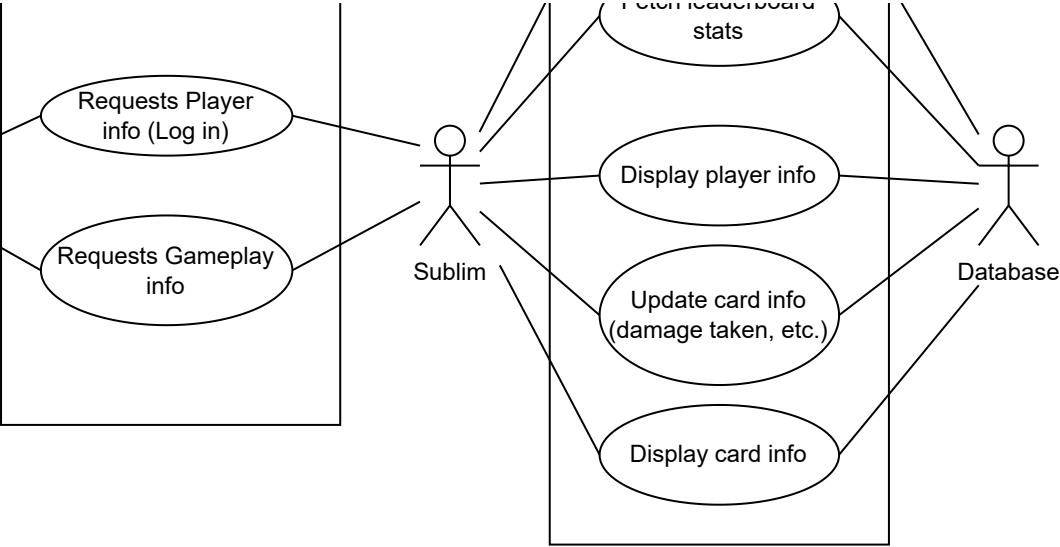
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| Description Table | |
|-------------------|--|
| Use Case | Update card info |
| Actors | Submil, Database |
| | Submil connects with the database through an API |

| | |
|-----------------|---|
| Goal in Context | Player can make a request to the video game to fetch the information linked to their account, with help of an authentication method |
| Preconditions | For the user to have an existing account with the necessary credentials (username + password) |



| Description Table | |
|-------------------|--|
| Use Case | Requests Gameplay info |
| Actors | Player, Submil |
| Goal in Context | As the player works their way through a match, they, implicitly, make many requests to Submil's database through its API, which then fetches the information for the player to see in-game |
| Preconditions | For the player to have an active game |



| Description Table | |
|-------------------|---|
| Use Case | Fetch leaderboard stats |
| Actors | Submil, Database |
| Goal in Context | Submil connects with the database thro that safely fetches the player's leaderb |
| Preconditions | For the user to have an existing accour necessary credentials (username + pa |

| Description Table | |
|-------------------|---|
| Use Case | Display player info |
| Actors | Submil, Database |
| Goal in Context | Submil connects with the database thro that safely fetches the player's info ir |
| Preconditions | For the user to have an active ga |

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| Goal in Context | Submil connects with the database through an API that safely fetches the player's cards info in-game, and continues to communicate back and forth with the game to update cards' info constantly |
| Preconditions | For the user to have an active game |

| Description Table | |
|-------------------|--|
| Use Case | Update card info |
| Actors | Submil, Database |
| Goal in Context | Submil connects with the database through an API that safely fetches the player's cards info in-game |
| Preconditions | For the user to have an active game |