

# Use case description

## Use case description 1

Use case name	Register
Goal	Register the user to join the game.
Primary actor Secondary actor	Player(user) Database
Description	One shall be able to register him/herself as a Player. This make the system able to keep track of player's information.
Trigger	The user wants to register him/herself in the system to play the game.
pre-condition	The user must use a username which does not exist in the system.
post-condition	The user will get a message either he/she has been registered successfully or the user's Username already exists in the system.
Basic path	1- The player inputs a username. 2- The player inputs a password. 3- The player re-inputs the password.
Side path	The user gets logged in to the game.
Exception	N/A
Extra information	The player has to have an Internet access.

# Use case description

## Use case description 2

Use case name	Log in
Goal	The player enters the game.
Primary actor Secondary actor	Player Database
Description	The player who has already username and password log in to the game.
Trigger	The player wants to log in to start the game.
pre-condition	The player must have a valid username and password.
post-condition	1- The player goes to the main menu, and can select alternatively to view account, start a new game, join a Lobby, go to settings, get help and sign out.
Basic path	1- The player inputs his/her username. 2- The player inputs his/her password.
Side path	N/A
Exception	N/A
Extra information	The player has to have an Internet access.

# Use case description

## Use case description 3

Use case name	Start a new game
Goal	The player starts to play.
Primary actor Secondary actor	Player Database
Description	The player who has already logged in, starts to play the game
Trigger	The player wants to start a new game.
pre-condition	The player must be logged in.
post-condition	1- The player creates a character, travels to the Battlefield and starts playing.
Basic path	1- The player chooses a character. 3- The player starts playing the game.
Side path	The player chooses a character.
Exception	The player can choose to join a Lobby.
Extra information	The player has to have an Internet access.