

Use case description

Use case description 1

Use case name	Register
Goal	Register the user to join the game.
Primary actor Secondary actor	User Database
Description	A user shall be able to register him/herself as a Player. This make the system able to keep track of players information.
Trigger	The user clicks on Register button.
pre-condition	The user must have an unique email, and select a username and a password.
post-condition	The user will get a message either the user has been registered successfully or the user already exists.
Exception	The user sign in to the game after registering or if the user has signed up already.
Extra information	The user has to have an internet access.
Author & date	Sara & Shahed 21.03.2019

Use case description

Use case description 2

Use case name	log in
Goal	The user enter the game.
Primary actor Secondary actor	User Database
Description	The user who has already username and password log in to the game.
Trigger	The user clicks on login button.
pre-condition	The user must have valid username and password.
post-condition	The user go to the main menu after signing in, and can select to view account, start a new game, join the game, view options and sign out.
Exception	N/A
Extra information	The user has to have an internet access.
Author & date	Sara & Shahed 21.03.2019

Use case description 3

Use case name	Start a new game
Goal	The user starts to play.
Primary actor Secondary actor	Player Database
Description	Player choose a character and join a game lobby to travel to Battlefield and play.
Trigger	The user clicks on start new game button.
pre-condition	The user must be signed in.
post-condition	The user can create a character, and so that he/she can start playing.
Exception	N/A
Extra information	The user has to have an internet access.
Author & date	Sara & Shahed 21.03.2019