### Requirement 1: Enter Game & Registration

#### Description & Priority

On first start of game application via mobile or computer, the player will be automatically brought to their first tribe template. The new player will be requested to confirm name or user name. The player will be provided with a tutorial on how the game elements work and how the game platform is formed.

#### Use Case

**Scope**

Applicable to any customers who are subscribed to Class of Clans.

**Description**

This use case describes the process of viewing player statistics on Clash of Clans.

**Flow Description**

**Precondition**

Application downloaded.

**Activation**

This use case starts when an Actor navigates to enter game page.

**Main flow**

1. On download of the game application, The Player navigates to the enter game page.
2. The Player enters the game.
3. The Player is requested to compile settings information and user name.
4. The System saved setting details and user name.
5. If System provides a tutorial to the player on game usage.
6. The player commences game usage.

**Alternate flow**

A1: Enter game pre-registered

1. The Player opens application
2. Player automatically brought to saved pre-developed canvas.
3. Player continues usage.

**Termination**

The System returns main game information and usage

**Post condition**

The system directs the player to the enter game page

### Requirement 2: View Player Statistics

#### Description & Priority

After the player enters the game, the view player’s statistics will be available to view. This is the main statistics view for any active player. During the viewing of these statistics the player game time usage is broken down by most recent activity, days, months and years of activity. The Statistics also provides a breakdown of game activity details such as items purchased, battles, clan affiliation and activity within the clans.

#### Use Case

**Scope**

Applicable to any customers who are subscribed to Class of Clans.

**Description**

This use case describes the process of viewing player statistics on Clash of Clans.

**Flow Description**

**Precondition**

Application downloaded and player activation completed.

**Activation**

This use case starts when an Actor navigates to the enter game page.

**Main flow**

1. The Player navigates to the enter game page
2. The Player enters the game
3. The Player clicks on “View Player Stats”
4. The System checks if a user with the username has statistics to provide
5. If statistics are available the Player is redirected to the “View Players Stats” page/tab.
6. The player views statistics under multiple tabs.

**Alternate flow**

A1: View Player statistics before entering game

1. The Player navigates to the log in page
2. Player clicks on settings
3. The Player clicks on “View Player Stats”
4. The System checks if a user with the username has statistics to provide
5. If statistics are available the Player is redirected to the “View Players Stats” page/tab.
6. The player views statistics under multiple tabs.

**Termination**

The System returns statistical information

**Post condition**

The system redirects the User to the “View Player Stats” page