Use Case ID	1
Use Case Name	User Registration
Overview	Any user can register to the system. An email address(unique) is required to register, as well as a password and username (unique).
Primary Actors	User
Secondary Actors	
Pre-Conditions	A user is not already registered.
Main Flow	1. A user enters their email address(unique). 2. The user enters their preferred password. 3. The user re-enters the same password for confirmation. 4. The user enters a username (unique). 5. The user indicates that he/she wants to register. 6. The system will indicate to the user that the user has been registered.
Post-Conditions	The user is now registered.
Alternative Flow 1	1a. A user enters their email address. 1b.The user is prompted that the entered email is not unique. 1c. A user enters new address that is unique.
Alternative Flow 2	4a. User enters a username 4b. The user is prompted that the entered username isn't unique. 4c. A user enters a new username that is unique.

Use Case ID	2
Use Case Name	Log-in
Overview	This use case describes how user logs into the system.
Primary Actors	User
Secondary Actors	Authenticator
Pre-Conditions	The user is registered already.
Main Flow	1. The system requests that the user enter his/her name and assword. 2. The user enter his/her name and password. 3. The system validates the enter name and password and logs the actor into the system.
Post-Conditions	The user is now logged into the system

Alternative Flow	2a. The user enters incorrect credentials. 2b. The system prompts the user that the credentials are incorrect. 2c. The user inputs the correct credentials.
Use Case ID	3
Use Case Name	Logout
Overview	The user is done using the app and they want to sign out
Primary Actors	User
Secondary Actors	Game system
Pre-Conditions	The user is logged in
Main Flow	1. Includes (Log-in) 2. The user clicks on the logout button 3. The system log the user out.
Post-Conditions	The user is logged out
Alternative Flow	n/a
Use Case ID	4
Use Case Name	Unregister
Overview	A registered user can unregister from the system.
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A user is currently registered.
Main Flow	1. A user decides to unregister from the system. 2. The user clicks the unregister button. 3. User enters email and password and clicks "unregister"
Post-Conditions	The user is no longer registered. The user is no longer part of any games they were a part of pre-unregister.
Alternative Flow	n/a
Use Case ID	5
Use Case Name	Create A Game
Overview	A registered user can create a game. The creator becomes a player in that game.
Primary Actors	User

Secondary Actors	n/a
Pre-Conditions	The user is already registered.
Main Flow	1. User Logs in. 2. User press create game 3. A list of registered users are shown 4. User select the user they want to invite 5. User sends an invite to selected user to join their game. 6. The system notify the user that the game has been succesfully created.
Post-Conditions	A game has been created with the user that created it as a player and The invitees have received their invites to join the game.
Alternative Flow	1a. At step1 of the Main Flow the user enters an invalid name and/or password 1b. the system displays an error message. 1c. The user inputs the correct credentials. 5a. User Declines invitation and invitation is deleted
Use Case ID	6
Use Case Name	View Invites
Overview	A registered user can accept or reject any invitation to join a game that they receive.
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A registered user has received an invitation to join a game
Main Flow	1. A user checks what game they have been invited to play. 2. The user is prompted to accept or decline the game. 3.The user accepts the game. 4. The user is added to the game. 5. The inviting user is notified of the user acceptance.
Post-Conditions	The invitation has been accepted or rejected and is no longer there.
Alternative Flow	3a. The user rejects the game. 4a. The user is not added to the game. 5a. The inviting user is notified of the user rejection. 6a. The game does not begin.
Use Case ID	7
Use Case Name	View Games

Overview	A registered user can view a list of active games that they can start playing.
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A registered user has created a game or accepted a game.
Main Flow	1. User Logs in. 2. User press view games 3. A list of game(s) are shown 4. User select the game they want to start playing 5. The user game board is presented to them 6.The system notify the opponent that an user is active or made a move.
Post-Conditions	The user game board is successfully presented to them
Alternative Flow	1a. At step1 of the Main Flow the user enters an invalid name and/or password 1b. the system displays an error message. 1c. The user inputs the correct credentials.
Use Case ID	8
Use Case Name	Quit game
Overview	A player can quit a game at anytime
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A user is part of a game.
Main Flow	1. User selects to quit the game 2. The game prompts the user if he/she is sure? 3.The user selects yes 4.User is taken to the main menu 5. The system saves the game history. 6. The opponent is notified of the quit.
Post-Conditions	The user is taken to the main menu
Alternative Flow	3a. the user select "no" and the game continues.
Use Case ID	9
Use Case Name	View Profile
Overview	A registered user can see a profile of any other registered user
Primary Actors	User
Secondary Actors	
Pre-Conditions	A user is registered.

Main Flow	1. A selects another user's username. 2. The user selects "view profile". 3. The user views the selected usernames win loss record.
Post-Conditions	User's profile is un-changed
Alternative Flow	n/a