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	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 request to create a game. 3. User press create game 4. 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.
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	3
Use Case Name	Invite User to Join Game
Overview	A registered user can invite another registered user or set of registered users to join a created game.
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A user is registered. That registered user has created a game.
Main Flow	1. A list of registered users are shown 2. User select the user they want to invite 3. User sends an invite to selected user to join their game.
Post-Conditions	The registered user(s) have received their invites to join the game.
Alternative Flow	n/a
Use Case ID	4
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	5
Use Case Name	Accept/Reject Invitation
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 reject 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. 6. The game begins.
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	20
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	7
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	8
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. The system asks if they are sure? 4. The user selects yes. 5. Include(Quit Game). The system quits all games the user is a part of. 6. All opponents involved in the games that are quit are notified.
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	4a. The user selects no.
Use Case ID	9
Use Case Name	View Game History
Overview	The user can view a history of his/her games played or games currently playing.
Primary Actors	User
Secondary Actors	n/a
Pre-Conditions	A user is registered.

Main Flow	1. A user wants to see his/her game history. 2. The user selects View Game History. 3. The user selects from a list of games played/currently playing. 4. The system shows the user the game status, whether they won lost or abandonned, when the game started and if applicable when it was finished.
Post-Conditions	The user is done with the game. The system has a record of the game.
Alternative Flow	n/a

Use Case ID	10
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	

Use Case ID	19
Use Case Name	Save game outcome
Overview	Determine when a game is over
Primary Actors	User(s)
Secondary Actors	Game System
Pre-Conditions	The game is active
Main Flow	1. Player N just made his move. 2. System determines Player N won the game. 3. System determines the rest of players lose. 4. System determines game is over.
Post-Conditions	The game ends

Alternative Flow	1. Player N just made his move. 2. System determines based on rules that there are no more moves lefts for any of the Players. 3. System determines there is no clear winner. 4. System determines game results in a draw.
Alternative Flow2	1. Player N just made his move. 2. System determines based on rules that there are no more moves lefts for any of the Players. 3. System determines Player A and Player B both have same score. 4. System determines game results in a tie between Players A & B.