**Use Case Scenario**

1. **Use case**: User register to the system.
   1. **Brief description**: Allow the user to register to the game system. The user enters his desired username and password and the system registers the username in the database.
2. **Actors**: Primary – unregistered user, secondary – Texas Hold’em system, Data Center.
3. **Precondition**: The user is not registered
4. **Postcondition**: The user is registered to the system.
5. **Flow of Events**:
   1. **Basic Flow**:
      1. The system requests that the actor to enter his desired username and password.
      2. The actor enters his desired username and password.
      3. The system validates that the desired username isn’t already taken and registers the username with the password.
      4. The system prompts a message that the registration was successful.
   2. **Alternate Flows**:
      1. Illegal Username  
         If in the basic flow the actor enters an illegal username, the system will display an error message. The actor can then choose if to cancel the registration and exit the system, in which case the flow is finished with no changes to the current session, or to retry the registration and return to the beginning of the basic flow.
      2. Existing Username

If in the basic flow the actor enters a username the is already registered, the system will display an error message. The actor can then choose if to cancel the registration and exit the system, in which case the flow is finished with no changes to the current session, or to retry the registration and return to the beginning of the basic flow.

* + 1. Cancel

The user can cancel the registration at any time. In such case the system will exit with no changes made to the database.

**Acceptance Test Scenarios**

1. **Use case**: Registration
2. **Good**:
   1. Success user registration: The user enters legit username and password and a new user is created.
   2. Cancel: The user presses cancel; AF CANCEL is activated.
3. **Bad**:
   1. Duplicate username: the user uses a name of an existing username; AF Existing Username is activated.
   2. Illegal username: the user uses an illegal username for the user, AF ILLEGAL USERNAME is activated.
4. **Sad**:
   1. Blank username: the user uses a blank username for the user, AF ILLEGAL USERNAME is activated.

**Use Case Diagram**

