**Real World Project: Use Cases**

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| Use Case 01: Login Activity | |
| Use Case Description | The ability to login into the app using username/password and secret passcode for authentication. |
| Actor | App User |
| Pre-Conditions | App User already has an account on the App |
| Basic Flows | 1. App User fills in their registered username and password. 2. System should check whether the user exits under that user name and password. 3. If the user exits, the system should proceed to passcode authenticator screen. 4. App User should fill in their registered passcode. |
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| Use Case 02: Sign Up Activity | |
| Use Case Description | The ability to sign up for the app, confirm email and use your passcode for authentication. |
| Actor | App User |
| Pre-Conditions | App User already has an account on the App |
| Basic Flows | 1. App User fills in the following fields in the sign up form (email, password (twice), passcode (twice)). 2. System checks whether the two email addresses entered match. 3. System checks if the two secret passcodes entered match. 4. App User clicks on submit button to submit the form. 5. System send an email to the App User’s registered address from confirmation. |
| Post-conditions | 1. App confirms email by clicking in to link. 2. System redirects them to the app. |
| Use Case 03: Browse As Guest | |
| Use Case Description | The ability to browse the App as a Guest without having to log in or sign up. |
| Actor | App User |
| Pre-Conditions | Given that the App User has already downloaded the App and goes to the App on their Phone |
| Basic Flows | 1. App User clicks on the Browse as a guest button 2. System directs the User to the Home Page 3. App User can browse on the homepage by filtering the games by category 4. System should allow the user to select the games categories they want. 5. App User can click on Trending to see trending games 6. App User can click on Sale to see games that are on sale. 7. App User can click on New to see games which have recently been released. |
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| Use Case 04: App User Profile | |
| Use Case Description | The ability for a user to have a profile page whereby they can store their preferences. |
| Actor | App Registered User |
| Pre-Conditions | Given the User is a registered user account. |
| Basic Flows | 1. Navigate to the Profile Page from the Main Page where the user is browsing for games. 2. System directs the user to the profile page where they can see their preferences. |
| Post-conditions | 1. User can logout 2. User can navigate back to the Main Page. |