UC1-1: Use Case: Log In

UC1-2: Author: QZ, XF

UC1-3: Date: 8-NOV-2016

UC1-4: Purpose: Log in to the play the game

UC1-5: Overview: Starts when the player opens the game page. System requests username and password for login. System validates username, if the username already exists in the membership database, system validate the password, else alternative 1: log in failure message is executed. Then system validate the password, if validation succeeds, player can enter the menu interface else alternative 2: validation failure is executed.

UC1-6: Cross References: R1

UC1-7: Actors: Player

UC1-8: Pre Condition:

UC1-Pre-1: The website must be loaded.

UC1-9: Post Condition:

UC1-Post-1: The username will display on the screen.

UC1-Post-2: The password will be masked with asterisks and display on the screen.

|  |  |  |
| --- | --- | --- |
| Actor Actions | Client System Actions | Server System Actions |
| 1. Open the game page. |  |  |
| 1. Input the username and passwords. |  |  |
| 1. Press “OK” button. |  |  |
|  | 1. Sends the username to server. |  |
|  |  | 1. Check if the username already exists in the membership database. |
|  |  | 1. Sends response. |
|  | 1. Receives and parses response. |  |
|  | 1. Sends the password to server. |  |
|  |  | 1. Verifies the password. |
|  |  | 1. Sends response. |
|  | 1. Jump to the menu interface. |  |

UC1-10: Alternative flow of events:

* + Step 5: Username is not in the membership database. Display an error message, and ask player to register an account.
  + Step 9: Password validation failed. Display an error message, empty the contents in the password field and ask the player to reenter the password. Then go to step 8.

UC1-11: Exceptional flow of events:

* If the device is not connected to a running network, step 4, 6, 8, 10 could not be completed, and return an error message.