UC1-1: Use Case: Log In

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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 and password, if the username already exists in the membership database and the password is correct, player can enter the menu page, else alternative 1: log in failure message 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.

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| 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 and password to server. |  |
|  |  | 1. Check the username and password. |
|  |  | 1. Sends response. |
|  | 1. Receives and parses response. |  |
|  | 1. Jump to the menu page |  |

UC1-10: Alternative flow of events:

* + Step 5: Username is not in the membership database or password is incorrect. Display an error message, and ask player to reenter the username and password.

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.