Other's Profile

Use case: View User Profile Photo

Primary actor: User

Goal in context: To allow the user to view an enlarged version of their own or another user's profile photo.

Preconditions: The user's profile or another user's profile is displayed.

Trigger: The user clicks on a profile photo.

Scenario:

1. User clicks on the Profile Photo on the left or right panel.
2. The system displays an enlarged version of the clicked photo in a popup or new screen.
3. The user can view the photo and close the enlarged view when finished.

Postcondition: The user views the enlarged profile photo and can return to the main profile screen.

Exceptions:

The photo fails to load due to a network or system error. An error message is displayed to the user.

Priority: Medium. Enhances the user experience but is not essential for basic functionality.

When available: Second iteration.

Frequency of use: A few times per day.

Channel to actor: Physical interaction through touch or mouse click.

Secondary actors: None.

Channels to secondary actors: N/A.

Open issues: Decide whether users can download or share the photo.

Use case: View and Start a Game

Primary actor: User

Goal in context: To allow the user to view game details and either start a solo game for points or challenge another user to a multiplayer game.

Preconditions: The user's profile and the other user's profile are loaded and displayed.

Trigger: The user decides to start or challenge a game.

Scenario:

1. User navigates to the "Other's Profile" screen.
2. User clicks the Challenge button next to a specific game (e.g., Chess, Connect 4, Tic Tac Toe).
   - If the game is solo (e.g., for points competition), the user can start playing immediately.
   - If the game requires another user (multiplayer), the system verifies if the user is eligible to challenge for the selected game.
3. For solo games, the game starts, and the user begins playing.
4. For multiplayer games, the system sends a challenge request to the other user.
5. A confirmation message is displayed to the user indicating the challenge has been sent, and the challenged user receives a notification.

Postcondition:

- For solo games, the game starts, and the user begins competing for points.
- For multiplayer games, the challenge is successfully sent, and the user is notified.

Exceptions:

1. The user is not eligible to start or challenge for the game (e.g., insufficient ranking or system error). An error message is displayed.
2. The system fails to send the challenge due to a network or server issue. The system notifies the user of the failure and prompts them to try again later.

Priority: High. Essential for enabling interactions and gameplay for users.

When available: First iteration.

Frequency of use: Multiple times per day.

Channel to actor: Physical interaction through clicking on the screen or a mouse click.

Secondary actors: The challenged user (recipient for multiplayer).

Channels to secondary actors: Notification system for the recipient.

Open issues:

- Clarify if a solo game has a time limit or can be paused.

Use case: Navigate Back to Previous Page

Primary actor: User

Goal in context: To allow the user to return to the previous screen or main menu.

Preconditions: The user is currently viewing a detailed profile screen (e.g., "Other's Profile").

Trigger: The user decides to go back to the previous screen. **Scenario:**

1. User clicks the Back button located at the top left corner of the screen.
2. The system navigates the user to the previous screen (e.g., main menu or previous list).
3. The content of the previous screen is loaded and displayed to the user.

Postcondition: The user is taken to the previous screen without any loss of data or context.

Exceptions:

1. The navigation fails due to a system or network error. An error message is displayed, and the user remains on the current screen.
2. The previous screen is not accessible (e.g., due to session timeout). The user is directed to the main menu instead.

Priority: High. Important for user navigation and overall experience.

When available: First iteration.

Frequency of use: Many times per session.

Channel to actor: Physical interaction through touch or mouse click.

Secondary actors: None.

Channels to secondary actors: N/A.

Open issues: Determine if additional confirmation should be added for unsaved changes before navigating back.