

Use Case: Create account

Iteration: 1

Primary Actor: Player

Goal in context: Create an account for the player so they can have stats, friends, leaderboards etc. **Preconditions:** The player is connected to the server

Preconditions: Player is connected to the server and not logged in.

Trigger: The player decides to create an account (through the interface)

Scenario:

1. Player selects the option to create an account
2. Player attempts to make a friend request

Post conditions:

1. Either the account is successfully created, or not

Exceptions: N/A

Priority: High, essential for many core functionalities of the system

When Available: Third iteration

Frequency of use: Very often

Channel to actor: Interaction with GUI menus

Secondary actors: Database, Authentication system

Open issues: N/A

Use Case: Edit account

Iteration: 1

Primary Actor: Player

Goal in context: Edit the player account (email, phone number, display name etc)

Preconditions: Player is connected to the server and logged in to their account

Trigger: The player decides to edit their account (through the interface)

Scenario:

1. Player selects the option to edit an account

Post conditions:

2. Account information is updated to reflect any changes

Exceptions:

1. The player is not logged in
2. Password does not meet complexity requirements

Priority: Medium, common use case but not essential for functionality

When Available: Third iteration

Frequency of use: Occasional

Channel to actor: Interaction with GUI menus

Secondary actors: Database

Open issues: N/A

Use Case: Guest Account

Iteration: 1

Primary Actor: Player

Goal in context: Allow player to play games without an account

Preconditions: Player is connected to the server and not logged into an account

Trigger: The player decides to play a game

Scenario:

1. Player selects the option to play a game

Post conditions:

1. Player enters a game

Exceptions:

1. Matchmaking malfunctions

Priority: High, not essential but very common and useful functionality

When Available: Third iteration

Frequency of use: Very often

Channel to actor: Interaction with GUI menus

Secondary actors: Matchmaker, Games

Open issues: N/A

Use Case: User identity verification

Iteration: 1

Primary Actor: Player

Goal in context: Verify identity of user

Preconditions: Player is connected to the server and not logged in to their account

Trigger: Player attempts to log in to their account

Scenario:

1. Player clicks log in button

Post conditions: N/A

Exceptions:

1. Verification failed

Priority: Low. Not necessary for core functionalities.

When Available: Iteration 3

Frequency of use: Occasional. Every log in on a new device or after a certain amount of time.

Channel to actor: Initiated and finished through GUI, External communication

Secondary actors: Players personal device (phone, computer)

Open issues:

1. Actual implementation or just stubs?