

## **Use Case: Search for player**

Iteration: 1

Primary Actor: Player

Goal in context: Search for another player to view profile of / send friend request to / report

Preconditions: The player has a connection to the server

Trigger: The player decides to look for a specific other player

Scenario:

1. The player clicks the player search field
2. The player enters the name of the player that they are trying to interact with
3. If the searched player is found, their profile is displayed

Post conditions: The player carries out any actions that they want to do with the player  
(Ex: send a friend request)

Exceptions:

1. The player searched for does not exist

Priority: Medium, this use case benefits other systems of the program, although it is not essential for the core functionality of the program

When Available: First Iteration

Frequency of use: Somewhat frequent, this would be used any time the player is trying to send a friend request or report another player

Chanel to actor: search field on main menu

Secondary actors: N/A

Open issues:

1. Should it immediately take the user to the profile and have the interactions take place there, or give them the options to send a friend request, report, view profile

## **Use Case: Send friend request**

Iteration: 1

Primary Actor: Player

Goal in context: Send a friend request to another player

Preconditions: The player has a connection to the server, the player has searched for the player they want to send a friend request to

Trigger: The player decides to send another player a friend request

Scenario:

1. The player clicks the add friend option on the players profile

Post conditions: The other player is sent a friend request that they can manage

Exceptions:

1. The player is already friends with the other player

Priority: Medium, while not a core functionality, this is core to the friend system which as a whole improves the feeling of intractability with other players

When Available: First Iteration

Frequency of use: Medium, this will be used every time a player wants to send a friend request

Chanel to actor: search field on main menu

Secondary actors: N/A

Open issues: N/A

## **Use Case: Manage friend requests**

Iteration: 1

Primary Actor: Player

Goal in context: The player wants to accept / deny any friend requests they have received

Preconditions: The player has a connection to the server

Trigger: The player has friend requests they wish to respond to

Scenario:

1. The player opens their profile
2. The player clicks on the friends section
3. The friend requests will appear, and the player can respond to them by either accepting or denying them

Post conditions: The friend request is removed, if yes was selected, the player is added to the friends list

Exceptions: N/A

Priority: Medium: essential to the functionality of the friend system, however not necessary for the core functionality of the program

When Available: First Iteration

Frequency of use: Low, only used when the player wants to accept / refuse a friend request send by another player

Chanel to actor: Interaction with player profile

Secondary actors: N/A

Open issues: N/A

## **Use Case: Remove friend**

Iteration: 1

Primary Actor: Player

Goal in context: Remove a players current friend

Preconditions: The player has a connection to the server

Trigger: The player decides to remove one of their friends from their friends list

Scenario:

1. The player opens their profile
2. The player navigates to their friends list
3. The player clicks the unfriend button next to the friend they want to remove

Post conditions: The friend is removed from the players friend list

Exceptions:

1. The player currently doesn't have any friends

Priority: Medium: important to have for the friend system, not necessary for the core functionality of the project

When Available: First Iteration

Frequency of use: Low, only used when a player wants to unfriend one of the friends that they currently have

Chanel to actor: Interaction with player profile

Secondary actors: N/A

Open issues: N/A