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**Pentominoes**

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**HeartSteal**  
**Use-Case Specification: Customize Profile**  
**Appearance**

**Version 1.0**

HeartSteal	Version: 1.0
Use-Case Specification: Customize Profile Appearance	Date: 18/07/2025

## Revision History

Date	Version	Description	Author
18/07/2025	1.0	Provide use case specification for Customize Profile Appearance	Hoàng Minh Giang

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# Use-Case Specification: Customize Profile Appearance

## 1. Use-Case Introduction

### 1.1 Brief Description

This use case allows the user to modify their public profile by changing their avatar and nickname. These updates reflect how the user appears to others within the application.

### 1.2 Primary Actor

The User

## 2. Flow of Events

### 2.1 Basic Flow

1. Use case starts when the user selects the "Setting" option from the main screen.
2. The system displays the current avatar and nickname.
3. The user modifies their nickname.
4. The user taps "Save."
5. The system validates the nickname
6. The system updates the nickname in the profile database.
7. A confirmation is shown to the user (e.g., "Your changes have been saved").
8. The new nickname is shown in the user's profile and anywhere it appears.

### 2.2 Alternative Flows

#### 2.2.1 Change Avatar (Step 3)

1. Instead of (or in addition to) changing the nickname, the user selects a new avatar image from the device's gallery.
2. The system previews the selected image.
3. The user taps "Save."
4. The system uploads and stores the new avatar.
5. A confirmation is shown to the user (e.g., "Your changes have been saved").
6. The updated avatar is shown in the user's profile and relevant parts of the app.

#### 2.2.1.1 No Permission to Access Gallery (Step 1 of Change Avatar)

1. The system detects it does not have permission to access the device's gallery or camera.
2. The system prompts the user to grant permission.
3. If the user grants permission
  - o Return to step 1 of the Change Avatar flow
4. If the user denied the request
  - o The system aborts the avatar selection process and shows a message.

#### 2.2.2 Save Operation Fails (Step 4)

1. The system encounters a backend error during the save operation.
2. The user sees: "Changes could not be saved. Retry?"
3. The user may retry Step 5, or exit and retry later.

#### 2.2.3 User Cancels Without Saving (Step 4)

1. The user makes changes but leaves the screen without saving
2. The system shows a prompt: "Discard unsaved changes?"
3. The user confirms or returns to editing.

#### 2.2.4 User Close Application Without Saving(Step 4)

1. The user close the application without saving
2. The system discard all changes

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### 2.2.5 Invalid Nickname (Step 5)

- The system detects that:
  - the nickname is empty
  - it exceeds the allowed character limit (e.g., >30 characters)
- An error message is shown to the user (e.g., “Your nickname is invalid”)

## 3. Special Requirements

- Nickname must be 3–30 characters long and must not contain symbols like @, #, %, etc.
- Avatar images must be JPEG or PNG and under 2MB.
- Avatar selection requires gallery/camera permissions.

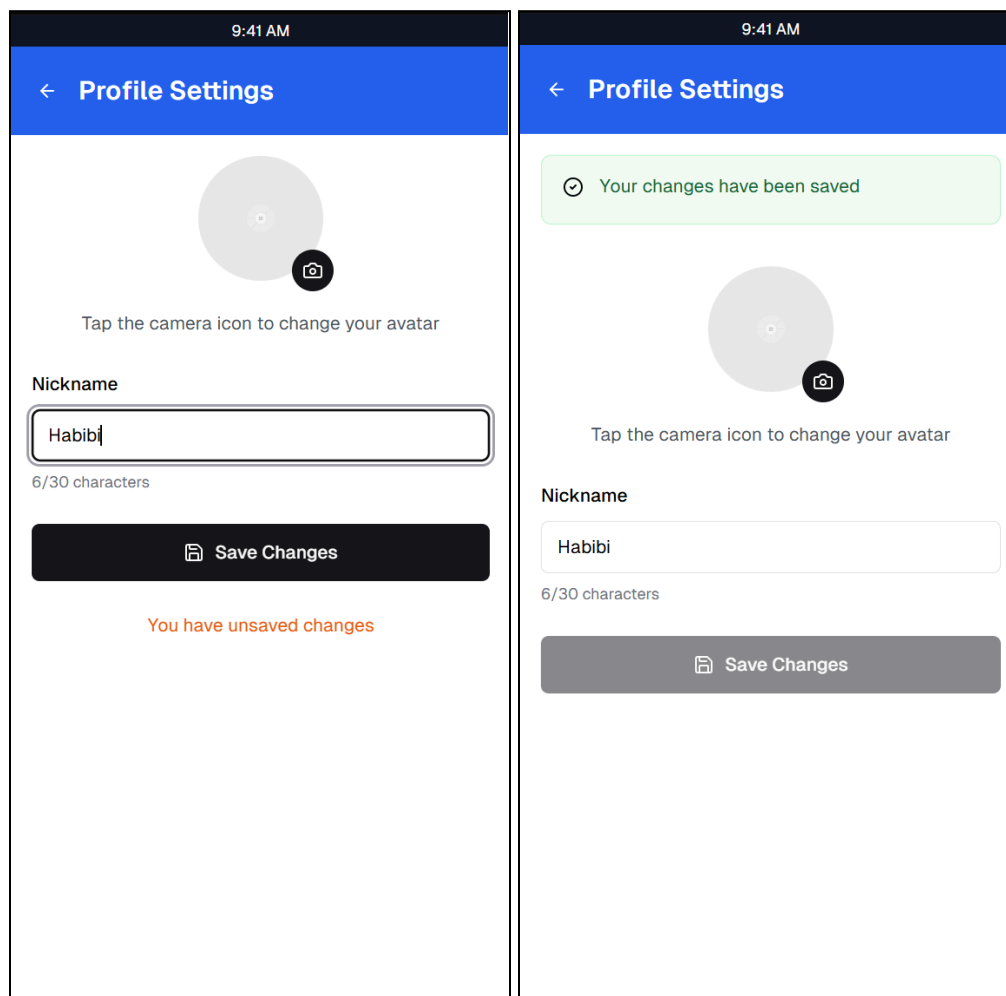
## 4. Preconditions

- The user must be logged in.
- Network connectivity must be available to fetch or save preferences.

## 5. Postconditions

- The profile is updated with the new nickname and/or avatar.
- The user is shown confirmation or informed of any failure.

## 6. Prototype



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