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| Use case id: | 1 |
| Use case name: | Login |
| Brief description: | The player logs into the system. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | User database |
| Pre-conditions: | 1. Must be registered |
| Main flow: | 1. Player enters username and password.  2. Player will then click Login |
| Alternate flow: | 1. Player does not exist in database   1. Extension point Register   2. Player enters incorrect username or password   1. Restart Login process. |
| Post-conditions: | 1. The player is now logged in |

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| Use case id: | 2 |
| Use case name: | Logout |
| Brief description: | The player can log out of the system |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | User database |
| Pre-conditions: | 1.The player must be logged in |
| Main flow: | 1. The player will click on Logout in the game lobby |
| Alternate flow: |  |
| Post-conditions: | 1. The player will be logged out of the system |

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| Use case id: | 3 |
| Use case name: | Unregister |
| Brief description: | The user removes registration from user database |
| Type: | User Goal |
| Primary actors: | User |
| Secondary actors: | User database |
| Pre-conditions: | 1. User is currently registered in the database |
| Main flow: | 1. User decides to unregister account 2. User unregisters account 3. User database is updated removes user details |
| Alternate flow: | 1. User declines to unregister during the process 2. User database is not updated to remove user details 3. Process is cancelled |
| Post-conditions: | 1. User is unregistered and users unique account details are no longer in the user database. |

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| Use case id: | 4 |
| Use case name: | Register |
| Brief description: | The user creates an account with a unique username, email, and password. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | User database |
| Pre-conditions: | 1. Username must be unique.  2. Email must be unique.  3. Password must be at least 8 alphanumeric characters including at 4. Least one special character. |
| Main flow: | 1. User provides email, username, and password.  2. Server checks for unique username and email.  3. Server updates User database.  4. User is registered |
| Alternate flow: | 1. Username is not unique   1. Server responds with an error 2. Restart registration process   2. Email is not unique.   1. Server responds with an error 2. Restart registration process |
| Post-conditions: | 1. Player is registered |

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| Use case id: | 5 |
| Use case name: | Resume game |
| Brief description: | The player may resume a game that has already been started. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | Match History Database |
| Pre-conditions: | 1. A game must already be started  2. A player must be logged in |
| Main flow: | 1. The player will click Resume in the game lobby |
| Alternate flow: | 1. The game does not exist |
| Post-conditions: | 1. The game will be resumed |

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| Use case id: | 6 |
| Use case name: | Quit game |
| Brief description: | Quit the game that the player is currently in. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | Match history database |
| Pre-conditions: | 1. The player is in a game |
| Main flow: | 1. The player chooses to quit the game  2. The match history database is updated to show that the player left  2. The other player is notified that the player quit |
| Alternate flow: | 1. The player decides not to quit the game |
| Post-conditions: | 1. The player can no longer play the game  2. The match history database shows that the player quit  3. The other player has been notified that the player quit |

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| Use case id: | 7 |
| Use case name: | Accept Invite |
| Brief description: | A player will be able to accept an invite sent from another player |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | None |
| Pre-conditions: | 1. The player must be logged in  2. The invite must not be accepted by anyone else |
| Main flow: | 1. The player will click Accept Invite in the game lobby |
| Alternate flow: | 1. The game was not accepted by the player |
| Post-conditions: | 1. The game was accepted  2. The game will be started |

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| Use case id: | 8 |
| Use case name: | Play game |
| Brief description: |  |
| Type: | User Goal |
| Primary actors: |  |
| Secondary actors: |  |
| Pre-conditions: |  |
| Main flow: |  |
| Alternate flow: |  |
| Post-conditions: |  |

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| Use case id: | 9 |
| Use case name: | Create game |
| Brief description: | Create a new rollerball game that the player can invite others to. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | None |
| Pre-conditions: | 1. Player must be registered. |
| Main flow: | 1. Player chooses to create game.  Extension point Invite players |
| Alternate flow: | 1. Player cancels creation of game.   1. Created game is erased. |
| Post-conditions: | 1. A new game is created that other players can join. |

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| Use case id: | 10 |
| Extension use case: | Invite players |
| Brief description: | When a match is created, player may invite other players to join. |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | User database |
| Pre-conditions: | 1. Player has created a new game.  2. Player is logged in.  3. Invited player(s) exists. |
| Main flow: | 1. Player selects one or more players to invite to play.  2. Invite is sent to other players immediately. |
| Alternate flow: | 1. Player cancels create game.   1. Created game is erased. |
| Post-conditions: | 1. A new game has been created with invites sent to other players. |

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| Use case id: | 11 |
| Use case name: | Reject Invite |
| Brief description: | Player rejects the invite from another user to play the game |
| Type: | User Goal |
| Primary actors: | Player |
| Secondary actors: | None |
| Pre-conditions: | 1. User 1 must have been invited by User 2 |
| Main flow: | 1. User 1 sees invite to play game from User 2 2. User 1 rejects invite 3. User 2 is notified of invitation rejection |
| Alternate flow: | 1. User 1 ignores invite from User 2 |
| Post-conditions: | 1. Invitation has been rejected |