**Use Case UC5: Different Games at Same Time**

**Scope:** Chad game application.

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:** user must be part of different games at the same time. The user must be able to save and make progress.

**Preconditions:** user is identified and authenticated.

**Success Guarantee:** user must not be deleted from any games, he or she was part of.

**Main Success scenario:** The user logs into the system. Once the user is identified, the user can see the list of all the games he/she can play. The user can choose to start a game. The user can also choose to start another game at the same time.

**Extensions:** none.

**Special Requirements:** Touch screen UI large enough. Text must be visible. Recover data if system crashes.

**Technology and Data Variations List:** none.

**Frequency of Occurrence:** nearly continuous.

**Miscellaneous:** can the user open games on different platforms e.g. iPad, laptop or smart phone.

**Use Case UC5: Access to games**

**Scope:** Chad game application.

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:**

* User: must be able to access games he/she is part of. The user must be able to save and make progress.
* Company: easy for user to access several games at a time. The information about the game is stored quickly.

**Preconditions:** user is identified and authenticated.

**Success Guarantee:** The user logs into the system. Once the user is identified, the user can see the list of all the games he/she can play. The user may start any game.

**Main Success scenario:**  The user logs into the system. Once the user is identified, the user can see the list of all the games he/she can play. The user can access any game in that list.

**Extensions:** none.

**Special Requirements:** none.

**Technology and Data Variations List:** none.

**Frequency of Occurrence:** nearly continuous.

**Miscellaneous:** can the user open games on different platforms e.g iPad, laptop or smart phone.

**Use Case UC7: quit game**

**Scope:** Chad game application.

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:**

* User: must be able to quit games he/she is part of. The game must be deleted from the list of games he/she is part.
* Company: fast and easy process for the user.

**Preconditions:** user is identified and authenticated.

**Success Guarantee:** user can quit and shutdown a game. User is no longer playing the game.

**Main Success scenario:**  The user logs into the system. Once the user is identified, the user can choose to start a game and after some time is able to successfully quit the game.

**Extensions:** none.

**Special Requirements:** Touch screen UI large enough. Text must be visible. Recover data if system crashes.

**Technology and Data Variations List:** none.

**Frequency of Occurrence:** nearly continuous.

**Miscellaneous:** can the user quit games on different platforms e.g. iPad, laptop or smart phone.

**Use Case UC8: UN-register from the system**

**Scope:** Chad game application.

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:**

* User: must be able to quit from the system. The profile information must be safely deleted from the system
* Company: easy and fast to quit. It no longer has access to the personal information of the user.

**Preconditions:** user is identified and authenticated.

**Success Guarantee:** The user no longer has access to any features of the game.

**Main Success scenario:**  The user logs into the system. Once the user is identified, the user can view his/her profile. The user deletes the profile.

**Extensions:** none.

**Special Requirements:** none

**Technology and Data Variations List:** none.

**Frequency of Occurrence:** nearly continuous.

**Miscellaneous:** none.