**Use Case UC1: Registration to the system**

**Scope:** Chad game application

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:** User must be able to play a game with a unique username. The email and password should be unique. User will be able to resume games based on their log in credentials.

**Preconditions:** Account must be created and user must have a working email.

**Success Guarantee:** Once the account is created the user will not be removed from the database.

**Main Success scenario:** User can log in and out as much as he/she wants to.

**Extensions:** none.

**Special Requirements:** login fields of the UI should be large enough to hold rather long usernames and emails.

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

**Frequency of Occurrence:** Continuous. System will log in for the user, or user will login manually each time. Account creation happens once per user.

**Miscellaneous:** If user selects to allow the app to save data to their device the login process is automatic, otherwise they must do so manually.

**Use Case UC2: Registered Users can create & play games**

**Scope:** Chad game application

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:** A registered can start and play games with other players and be able to see their usernames in-game.

**Preconditions:** Accounts must be created.

**Success Guarantee:** When a user starts a game, the game will start and the users will be able to play as normal.

**Main Success scenario:** User can have multiple games playing at the same time.

**Extensions:** none.

**Special Requirements:** Must have another player to start a game.

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

**Frequency of Occurrence:** Continuous.

**Miscellaneous:** Users can have multiple games running, but must wait for another player to make his/her turn.

**Use Case UC3: Registered users can invite another to play a game**

**Scope:** Chad game application

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:** User can invite another registered user or multiple users to start a created game.

**Preconditions:** A game must be created by the user who will be inviting others into the game.

**Success Guarantee:** Once a game is started, a user can invite another registered user and that user will get a notification to start a game.

**Main Success scenario:** A user receives a notification, accepts it, and the game will start with the user that invited him/her.

**Extensions:** none.

**Special Requirements:** All users must be registered in the system and a game must be created.

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

**Frequency of Occurrence:** Quite often.

**Miscellaneous:** Users can invite as many other players as they would like and start as many different games as they would like.

**User case UC4: User’s can accept and reject invitations**

**Scope:** Chad game application

**Level:** user goal.

**Primary Actor:** user.

**Stakeholders and Interests:** User’s who have received a notification to play a game have the ability to decline or accept it.

**Preconditions:** A game must be created and sent to another user.

**Success Guarantee:** If the game is accepted, the users will start another game. If the player rejects the notification, the user who sent the invitation will be notified and a game will not start.

**Main Success scenario:** User has the ability to accept or decline a game sent by random users.

**Extensions:** none.

**Special Requirements:** A game invite must have been created and sent by another user.

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

**Frequency of Occurrence:** Quite often.

**Miscellaneous:** User’s can have multiple invitations at a time. An invitation will remain active until the user has selected a desired action for the game.