**Use Case UC9: Record of games played**

**Scope:** Chad : X game application.

**Level:** User goal.

**Primary Actor:** User.

**Stakeholders and Interests:**

* System records games played by the user. Game must record who the user was, the start date and time of the game, end date of the game, and the end result/

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

**Success Guarantee:** The user can look at his/her history of past games played.

**Main Success scenario:**  User checks his his/her history of past games played and can see when the game started, when it finished, and who won/lost/tied.

**Extensions:** none.

**Special Requirements:** A menu that allows you to access “History”. Text must be visible. Recover data if system crashes.

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

**Frequency of Occurrence:** nearly continuous.

**Miscellaneous:** none.

**Use Case UC10: User Profile**

**Scope:** Chad : X game application.

**Level:** User goal.

**Primary Actor:** User.

**Stakeholders and Interests:**

* User has their own profile which has a nickname picked out by the user; must be unique.
* User profile must allow user to see their history of games.

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

**Success Guarantee:**

* User can see their nickname displayed in game and in their profile.
* The user can look at his/her history of past games played.

**Main Success scenario:**  User has the ability to display their nickname during game play and can visibly see it under their profile and check their history of past games.

**Extensions:** none.

**Special Requirements:** Nickname must be unique and no two users can have the same nickname. Text must be visible. Recover data if system crashes.

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

**Frequency of Occurrence:** Continuous.

**Miscellaneous:** none.

**Use Case UC11: players required (game play)**

**Scope:** Chad : X game application.

**Level:** User goal.

**Primary Actor:** Users.

**Stakeholders and Interests:**

* Game must have two users to start a game.

**Preconditions:** two users must be present to start a game, otherwise error.

**Success Guarantee:** One user invites another and opponent accepts.

**Main Success scenario:**  User invites another user being his opponents to start game, once opponent accepts the game will start.

**Extensions:** none.

**Special Requirements:** Opponent must accept invitation to play otherwise the game will not start.

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

**Frequency of Occurrence:** Whenever someone invites another user to play a game.

**Miscellaneous:** none.

**Use Case UC12: Game start**

**Scope:** Chad : X game application.

**Level:** User goal.

**Primary Actor:** Users.

**Stakeholders and Interests:**

* Once an opponent accepts invitation to start a game another play cannot join pre-existing game.

**Preconditions:** Two users are in a game against each other.

**Success Guarantee:** User trying to join game getting a message saying he/she can’t join.

**Main Success scenario:**  User trying to join another person’s game that is already started will get a message saying he/she can’t join and ask if they would like to invite user to start a game with them

**Extensions:** none.

**Special Requirements:** An error message on user’s screen who is attempting to join a game in motion.

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

**Frequency of Occurrence:** Only when user is trying to join a game that already exists and is being played by two users.

**Miscellaneous:** none.