**Text Use Cases**

**Joining/viewing a game in progress - Cristina**

1. Player opens the app
2. Player taps ‘New game’ button
3. UI switches to New Game screen
4. Player selects ‘Join Game’ option
5. UI switches to Join Game screen and prompts for code
6. Player enters code
7. UI sends code to back end
8. Back end validates code and adds player to game  
    - (if code incorrect, UI shows error message)
9. UI displays current game

**View personal score history across all groups (games?) - Dan**

1. Player opens the app
2. Player taps ‘Trends’ button
3. UI switches to Trends screen  
    - categories at top: ‘Groups’ (default) and ‘Just me’
4. Player selects ‘Just me’ option
5. Back end generates score history report
6. UI displays score history report

**View group score history - Taylor**

1. Player opens the app
2. Player taps ‘Trends’ button
3. UI switches to Trends screen  
    - categories at top: ‘Groups’ (default) and ‘Just me’
4. Player selects desired group from the list
5. Back end generates score history report
6. UI displays score history report

*--or--*

1. Player opens the app
2. Player taps ‘Groups’ button
3. UI switches to Groups screen
4. Player selects desired group from the list
5. UI switches to ‘[*group name*]’ screen, listing games
6. Player taps ‘options’ button (or gear/menu icon)
7. Player selects ‘Score history’ option
8. Back end generates score history report
9. UI displays score history report

**Entering the score for a round** **(player who created game is Admin) - Cristina**

Preconditions: Game is already in progress, UI is on ‘Current game’ screen

1. Admin selects elements to update (depends on game)
2. Admin enters a number or uses toggle arrows
3. UI updates and sends a request to the back end to save new score
4. Back end saves new score to database

**Rename a group - Taylor**

1. Player opens app
2. Player taps ‘Groups’ button
3. UI switches to Groups screen
4. Player selects desired group from the list
5. UI switches to ‘[*group name*]’ screen, listing games
6. Player taps ‘options’ button (or gear/menu icon)
7. Player selects ‘rename’ option
8. UI prompts for new name
9. Player enters new name
10. UI updates immediately, sending asynchronous request to back end to change name
11. Back end changes name in database

**Starting a new game with a group - Luke**

1. Player opens app
2. Player taps ‘New Game’’ button
3. UI switches to New Game screen
4. Player selects desired game type
5. Player selects desired group from the list
6. Player verifies players in group, assigns teams
7. Player taps ‘Start Game’ button
8. UI displays game

**Adding a member to a group - Luke**

1. Player opens app
2. Player taps ‘Create Game’’ button
3. UI switches to Create Game screen
4. Player selects desired group
5. Player taps ‘Add Players’ button
6. UI switches to Add Players screen
7. Player selects which members to add to group
8. Player taps ‘Set Players’ button
9. UI switches to Create Game screen

**Log in - Dan**

1. Player opens app
2. Player types in username and password
3. Player taps ‘Login’ button
4. Backend verifies credentials
5. UI switches to Main Menu screen

**Create new group - Dan**

1. Player opens app
2. Player taps ‘Group Management’ button
3. UI switches to Group Management screen
4. Player taps ‘Create Group’ button
5. UI switches to Group Creation screen
6. Player types in Group name
7. Player types in player name to invite to group
8. Player taps ‘Invite Player’ button
9. UI adds player name to ‘Players Invited’ list
10. Player taps ‘Create Group’ button
11. UI switches to Edit Group screen
12. Backend saves new group information to database

**Start a new Quick Game**