UI	User Interface
DBMS	Database Management System
➔	Input
←	Output
←(Success)	Output after condition is True
←(Failure)	Output after condition is False

Alphabet	Flow of Information	Description of Flow
Forgot_Username Forgot_Password	➔	Player to UI
Enter_Email	←	Roster to UI to Player
Email_provided	➔	Player to UI to Roster to DBMS
Email_Verification	← (Success)	DBMS
Send_Email Send_Password_Link	←	Email Server to UI to Player
Click_Link	➔	Player to UI
Return_ PasswordReset_Form	←	UI to Player
Reset_Password	➔	Player to UI to Roster to DBMS
Reset_Successful	←	DBMS to UI to Player
User_Login	➔	Player to UI

User Login Forgot_Username || Password

2.3. if Username || Password == False

      2.3.1 Forgot_Username: UI➔Roster

            2.3.1a Enter_Email: UI ⬅Roster

                  i. Player➔UI: Enter_Email

                  ii. Verify_Email_on_Record: UI➔Roster➔DBMS

            2.3.1b Verification_Success: Roster⬅ DBMS

            2.3.1c Send_Email_ToPlayer: Roster➔DBMS➔Email_Server

            2.3.1d Username_Emailed: Player ⬅ UI ⬅Email_Server

      2.3.2 Forgot_Password: Player➔UI➔Roster

            2.3.2a: Do 2.3.1a, 2.3.1b & 2.3.1c

            2.3.2b: Password_Link_Emailed: Player ⬅UI⬅ Email_Server

            2.3.2c: Click_Link: Player➔UI

            2.3.2d: return_Password_Reset_Form: Player ⬅UI

      2.3.3 Reset_Password: Player➔UI➔Roster➔DBMS

            2.3.3a: Password_Reset_Successful: UI⬅Roster⬅DBMS

Sequence Diagram

Player	UI	Roster	DBMS	Email Server

Login → UI

UI → **return_Form**

Enter_Username()
Enter_Password () → UI

UI → **Verify_Username()**
Verify_Password() → DBMS

DBMS → **Username && Password: True** → UI

UI → **User_Log_In**

Username || Password Mismatch()

DBMS → **Username || Password : Mismatch** → UI

UI → **Error Message**

Forgot_ Username
Forgot_Password → UI

UI → **Verify_Email()**

Enter_Email → UI

UI → **Email_Verification** → DBMS

DBMS → **Email_Verification_Success** → Roster

Roster → **command email_server to email** → Email Server

If Forgot_username

Email Server → **Email_username** → Player

If Forgot_Password

Email Server → **Email_Link_ToReset_ Forgot_Password** → Player

Click_Link → UI

UI → **return_Password_Reset_Form**

UI → **Reset_Password_** → DBMS

DBMS → **Password_Reset** → UI

UI → **Players_Login_Portal**