# Use Case: User Registration

- **Iteration:** 1
- **Primary Actor**: User
- **Goal in Context**: Register a new account.
- **Preconditions**: User is on the User Registration GUI
- **Trigger**: User clicks on the "Register" button
- **Scenario**:
    - The user provides username and password, email (optional?)
    - System makes sure username is unique
    - System stores this new username and password in the database.
- **Postcondition**: User Registration is complete, an account has been created.
- **Exceptions**: Username/email (optional) already exists
- **Priority**: High. As it's crucial to have an account to play games.
- **When available**: Iteration 1
- **Frequency of use**: High
- **Channel to actor**: GUI
- **Secondary actors**: Database
- **Channel to secondary actors**: Database/API?
- **Open issues**: Should emails be mandatory in the process of user registration.

# Use Case: User Login

- **Iteration:** 1
- **Primary Actor**: User.
- **Goal in Context**: Login and access the application.
- **Preconditions**: User account exists.
- **Trigger**: User clicks the Login button.
- **Scenario**:
    - User enters username and password
    - System confirms username exists and password matches.
    - User has access to the platform.
- **Postcondition**: User is logged in.
- **Exceptions**: Incorrect password and/or username doesn't exist.
- **Priority**: High
- **When available**: Iteration 1
- **Frequency of use**: Frequent.
- **Channel to actor**: GUI
- **Secondary actors**: Database
- **Channel to secondary actors**: Database
- **Open issues**: not sure

# Use Case: Reset Password

- **Iteration:** 2
- **Primary Actor**: User
- **Goal in Context**: Reset password.
- **Preconditions**: User account exists
- **Trigger**: User clicks "Forget Password"
- **Scenario**:
    - User provides email
    - System verifies it exists and is attached to a username and password.
    - User can now reset the password.

- **Postcondition**: The User's password is reset and updated.
- **Exceptions**: Email not found.
- **Priority**: Medium
- **When available**: Iteration 2??
- **Frequency of use**: Occasionally
- **Channel to actor**: GUI
- **Secondary actors**: Database
- **Channel to secondary actors**: API connections?
- **Open issues**: ()

# Use Case: View Profile/Game History

- **Iteration:** 1
- **Primary Actor**: Registered User
- **Goal in Context**: Be able to View profile details and game history (Wins and losses).
- **Preconditions**: User is logged in.
- **Trigger**: User clicks on "View Profile"
- **Scenario**:
    - Users are able to view their profile.
    - System shows the game history (Wins losses etc) and other relevant information
- **Postcondition**: Profile details and stats are displayed.
- **Exceptions**: GUI issues, data issues.
- **Priority**: Medium
- **When available**: Iteration 1?
- **Frequency of use**: Frequent
- **Channel to actor**: GUI
- **Secondary actors**: Database
- **Channel to secondary actors**: Database
- **Open issues**: How much can the user see, should other users be able to see other people's histories?

# Use Case: Logout

- **Iteration:** 1
- **Primary Actor**: Registered User
- **Goal in Context**: Log out
- **Preconditions**: User is logged in.
- **Trigger**: User clicks Logout button
- **Scenario**:
    - User clicks the Logout button
    - System logs the user out
    - User is redirected to login page
- **Postcondition**: User is logged out
- **Exceptions**: Data issues
- **Priority**: High
- **When available**: Iteration 1?
- **Frequency of use**: Frequent
- **Channel to actor**: GUI
- **Secondary actors**: Data base?
- **Channel to secondary actors**: Data base?
- **Open issues**: Should there be a confirmation popup before logging the user out

# Use Case: Update Profile

- **Iteration:** 1
- **Primary Actor**: Registered User
- **Goal in Context**: Update profile information
- **Preconditions**: User is logged in
- **Trigger**: User clicks on update profile option
- **Scenario**:
    - User can view their profile details
    - User can select which details they would like to update
    - User can update their profile information details
    - User clicks save
- **Postcondition**: Profile updates are saved
- **Exceptions**: User clicks cancel/exit and profile updates are not saved
- **Priority**: Medium
- **When available**: Iteration 1
- **Frequency of use**: Occasionally
- **Channel to actor**: GUI
- **Secondary actors**: Data base?
- **Channel to secondary actors**: Data base?
- **Open issues**: (not sure)

# Use Case: Delete Profile

- **Iteration:** 2
- **Primary Actor**: Registered User
- **Goal in Context**: Delete registered profile
- **Preconditions**: User is logged in to registered account and is editing profile
- **Trigger**: User clicks delete profile option
- **Scenario**:
    - User's profile information is removed from the database
    - User is shown message that account has deleted
- **Postcondition**: User's information is not present in database
- **Exceptions**: None
- **Priority**: Medium
- **When available**: Iteration 1
- **Frequency of use**: Not frequent
- **Channel to actor**: GUI
- **Secondary actors**: ()
- **Channel to secondary actors**: ()
- **Open issues**: Opportunity to recover account with email?

# Use Case: 8

- **Iteration:**
- **Primary Actor**:
- **Goal in Context**:
- **Preconditions**:
- **Trigger**:
- **Scenario**:
    -
- **Postcondition**:
- **Exceptions**:
- **Priority**:
- **When available**:
- **Frequency of use**:
- **Channel to actor**:
- **Secondary actors**:
- **Channel to secondary actors**:
- **Open issues**:

# Use Case: 9

- **Iteration:**
- **Primary Actor**:
- **Goal in Context**:
- **Preconditions**:
- **Trigger**:
- **Scenario**:
    -
- **Postcondition**:
- **Exceptions**:
- **Priority**:
- **When available**:
- **Frequency of use**:
- **Channel to actor**:
- **Secondary actors**:
- **Channel to secondary actors**:
- **Open issues**:

# Use Case: 10

- **Iteration:**
- **Primary Actor**:
- **Goal in Context**:
- **Preconditions**:
- **Trigger**:
- **Scenario**:
  -
- **Postcondition**:
- **Exceptions**:
- **Priority**:
- **When available**:
- **Frequency of use**:
- **Channel to actor**:
- **Secondary actors**:
- **Channel to secondary actors**:
- **Open issues**: