

## 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 sign up button
- **Scenario:**
  - The user provides username,password,email (optional?)
  - System makes sure username is unique
  - System stores this new username and password in database
- **Postcondition:** User Registration is complete.
- **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:** Frequent
- **Channel to actor:** GUI?
- **Secondary actors:** Database?
- **Channel to secondary actors:** Database?
- **Open issues:** not sure

## Use Case: User Login

- **Iteration:** 1
- **Primary Actor:** User
- **Goal in Context:** Be able to access the platform and access to the game.
- **Preconditions:** User account exists
- **Trigger:** User clicks the Login
- **Scenario:**
  - User enters username and password
  - System confirms username exists and password matches and it's correct sends and checks info via database
  - User has access to the platform
- **Postcondition:** User has access to the platform and can play games.
- **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
  - User can reset password
- **Postcondition:** The User's password is updated
- **Exceptions:** Email not found?
- **Priority:** Medium
- **When available:** Iteration 2
- **Frequency of use:** Occasionally
- **Channel to actor:** ()
- **Secondary actors:** ()
- **Channel to secondary actors:** ()
- **Open issues:** ()

## **Use Case: View Profile/Game History**

- **Iteration:** 1
- **Primary Actor:** Registered User
- **Goal in Context:** Be able to View profile details -> History
- **Preconditions:** User is logged in.
- **Trigger:** User clicks on Profile/History
- **Scenario:**
  - User is able to view their profile
  - System shows the game history (Wins losses etc)
- **Postcondition:** Profile details and History is viewed
- **Exceptions:** GUI issues?
- **Priority:** Medium
- **When available:** Iteration 1
- **Frequency of use:** Frequent
- **Channel to actor:** ()
- **Secondary actors:** ()
- **Channel to secondary actors:** ()
- **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 Log out button
- **Scenario:**
  - User clicks the Log out button
  - System logs the user out (Not able to access any games)
  - User is redirected to login page
- **Postcondition:** User is logged out
- **Exceptions:** Shouldn't be any...
- **Priority:** High
- **When available:** Iteration 1
- **Frequency of use:** Frequent
- **Channel to actor:** ()
- **Secondary actors:** ()
- **Channel to secondary actors:** ()
- **Open issues:** ()

## **Use Case: 6**

- **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: 7**

- **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: 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:**