

## **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:**

1. The user provides username and password, email
2. System makes sure username is unique
3. 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:** Increment 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:**

1. User enters username and password
2. System Verifies Credentials (See Verify Credentials Usecase)
3. User has access to the platform.

**Postcondition:** User is logged in.

**Exceptions:**

- Incorrect password and/or username doesn't exist. (See Verify Credentials Use Case)

**Priority:** High

**When available:** Increment 1

**Frequency of use:** Frequent.

**Channel to actor:** GUI

**Secondary actors:** Database

**Channel to secondary actors:** Database

**Open issues:** (none)

## **Use Case: Verify Credentials**

**Iteration:** 1

**Primary Actor:** Database

**Goal in Context:** Verify account exists and login information is correct

**Preconditions:** User has entered username and password

**Trigger:** User clicks the Login button.

**Scenario:**

1. Username is located in database
4. System confirms password entered matches password associated with the username
5. User is granted access

**Postcondition:** User's credentials have been verified

**Exceptions:**

- Username doesn't exist, login denied
- Password doesn't match, login denied

**Priority:** High

**When available:** Increment 1

**Frequency of use:** Frequent.

**Channel to actor:** GUI

**Secondary actors:** (none)

**Channel to secondary actors:** (none)

**Open issues:** (none)

## **Use Case: View Public Profile**

**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:**

1. Users are able to view their profile.
2. System shows the game history (Wins, losses, games played, player statistics) 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?

## 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:**

1. User clicks the Logout button
2. System logs the user out
3. 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:** 2

**Primary Actor:** Registered User

**Goal in Context:** Update profile information

**Preconditions:** User is logged in

**Trigger:** User clicks on update profile option

**Scenario:**

1. Profile details are visible to the user
2. User can select which details they would like to update
3. User can update their profile information details
4. User clicks save

**Postcondition:** Profile updates are saved

**Exceptions:**

- User clicks cancel/exit and profile updates are not saved

**Priority:** Medium

**When available:** Iteration 2

**Frequency of use:** Occasionally

**Channel to actor:** GUI

**Secondary actors:** Data base?

**Channel to secondary actors:** Data base?

**Open issues:**

- What profile details are visible?

## **Use Case: View Public Game History/Statistics**

**Iteration:** 1

**Primary Actor:** Registered User

**Goal in Context:** View public game history/statistics

**Preconditions:** User is logged in

**Trigger:** User clicks Player Hub option

**Scenario:**

1. Current leaderboard is displayed on screen
2. List of players is displayed on screen
3. User can select player profile to view
4. Public player information, status, game history and ranking is displayed on screen

**Postcondition:** Public player information is displayed

**Exceptions:** (none)

**Priority:** Medium

**When available:** Iteration 2

**Frequency of use:** Frequent

**Channel to actor:** GUI

**Secondary actors:** Data base

**Channel to secondary actors:** Data base

**Open issues:**

- How much profile information is available to other players?