

Use Case: Set player's pre-first game elo

Iteration: 1

Primary Actor: Player

Goal In Context: Initialize the elo to 0 for all new player accounts

Preconditions:

- The player has successfully registered and verified their account

Trigger: User finishes creating account

Scenario:

1. The player completes the registration process.
2. The system verifies the player's account.
3. The system initializes the player's elo to 0.
4. The player is notified that their account setup is complete.

Post-conditions:

- Account is initialized with elo of 0
- Player receives confirmation of account setup

Exceptions:

- Account verification fails
- System initialization fails

Priority: High, basic function needed for game to function

When available: First increment

Frequency of use: Once per account (after they verify, it is not prompted again).

Channel to actor: GUI for account registration ?

Secondary actors: N/A

Channel to secondary actors: N/A

Open issues:

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Use Case: Player joins queue and begins matching

Iteration:

Primary Actor:

Goal In Context:

Preconditions:

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Trigger:

Scenario:

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Post-conditions:

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Exceptions:

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Priority:

When available:

Frequency of use:

Channel to actor:

Secondary actors:

Channel to secondary actors:

Open issues:

Use Case: Player's elo is updated based on win/loss from match played

Iteration: 1

Primary Actor: Player

Goal In Context:

Preconditions:

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Trigger:

Scenario:

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Post-conditions:

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Exceptions:

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Priority:

When available:

Frequency of use:

Channel to actor:

Secondary actors:

Channel to secondary actors:

Open issues:

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