**Use Case: Log out**

**Iteration:** 1st iteration

**Primary actor:** User

**Goal in context:** The user logs out of the system.

**Preconditions:** The system is powered on, and the user is already logged in with an existing profile.

**Trigger:** The user clicks on the log out button.

**Scenario:**

1. The user clicks on the log out button.
2. The user is logged out of the system.

**Post Conditions:** The user is logged out.

**Exceptions:**

* The log out button is unresponsive
* The system encounters an error while initializing
  + Server issues

**Priority: High –**necessary to .

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** At most once per system session.

**Channel to actor:** Interaction of a click of the log out button with their mouse

**Secondary actor:** N/A.

**Channel to Secondary Actors:** N/A

**Open issues:**

* The setup of the game (any information required) is finished before GUI implementation

**Use Case: View Profile**

**Iteration:** 2nd iteration

**Primary actor:** User

**Goal in context:** The user is shown an existing profile.

**Preconditions:** The system is powered on, and the user is logged in.

**Trigger:** The user clicks on a view profile button.

**Scenario:**

1. The user clicks on the view profile button.
2. The user sees the profile.

**Post Conditions:** The user is shown a given profile.

**Exceptions:**

* The user’s clicking on their profile/view profile button is unresponsive
* The system encounters an error while attempting to view the profile
  + The server is unresponsive

**Priority: Medium –**

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Whenever the user clicks on their profile.

**Channel to actor:** Via the system GUI.

**Secondary actor:** N/A.

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Manage Profile**

**Iteration: 2nd** iteration

**Primary actor:** User

**Goal in context:** The user is given various options for changing their profile.

**Preconditions:** The game board was set up and is ready for user input.

**Trigger:** The user has clicked a tile to place their piece.

**Scenario:**

1. The user is viewing their own profile.
2. The user clicks on the manage profile button.
3. The user is shown options for changing different aspects of their profile.

**Post Conditions:** The user can change different aspects of their profile.

**Exceptions:**

* The server is down

**Priority: Medium-Low –** not necessary for the functionality of the games supported by the system.

**When Available:** Within 2 sprints (2nd iteration)

**Frequency of Use:** Whenever the user wishes to change their profile.

**Channel to actor:** Via the system GUI

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Sign in**

**Iteration:** 1st iteration

**Primary actor:** User

**Goal in context:** The user is signed into the system.

**Preconditions:** The system is powered on, and the user has an existing profile.

**Trigger:** The user enters a valid username and password combination.

**Scenario:**

1. The user enters their username.
2. The user enters their password.
3. The user clicks on the sign in button or presses enter.

**Post Conditions:** A request is made to connect the user to the server.

**Exceptions:**

* The server is down.

**Priority: High –** necessary for a user to interact with the system in general.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Once per user session.

**Channel to actor:** Via the GUI.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Connect to Server**

**Iteration:** 1st iteration

**Primary actor:** System

**Goal in context:** Connect the user to the server to enable other interactions.

**Preconditions:** The system is powered on, and the server is running.

**Trigger:** A user has attempted to sign in.

**Scenario:**

1. A user has attempted to sign in.
2. The system connects the user to the server.

**Post Conditions:** The user is successfully connected to the server.

**Exceptions:**

* The server is down.

**Priority: High –** necessary to enable system functionality for the user.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Once per user session

**Channel to actor:** Via the network and authentication systems.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Create Profile**

**Iteration:** 1st iteration

**Primary actor:** User

**Goal in context:** Create a profile for the user.

**Preconditions:** The system is powered on.

**Trigger:** The user clicks on the create profile button.

**Scenario:**

1. The user clicks on the create profile button.
2. The user enters a username.
3. The user enters a password.
4. The user confirms their entered username and password.
5. The newly created profile is stored in the system.

**Post Conditions:** The created profile is stored in the system database.

**Exceptions:**

* The system server is down.
* The entered username or password are invalid.

**Priority: High –** necessary for the user to interact with the system in general.

**When Available:** Within 1 sprint (iteration 1)

**Frequency of Use:** Whenever the user attempts to create a new profile.

**Channel to actor:** Via the system GUI.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Show Game Menu**

**Iteration:** 1st iteration

**Primary actor:** User

**Goal in context:** The user is shown the games supported by the system.

**Preconditions:** The system is powered on, and the user has signed in.

**Trigger:** The user clicks on the game menu.

**Scenario:**

1. The user clicks on the game menu.
2. The user sees the games supported by the system.

**Post Conditions:** The games supported by the system are shown to the user, and the user can view .

**Exceptions:**

* The server is down.
* The game menu is unresponsive.

**Priority: High –** necessary to allow users to choose which game to play.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Whenever the user attempts to view the games supported by the system.

**Channel to actor:** Via the GUI.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Choose a Game**

**Iteration:** 1st iteration

**Primary actor:** User

**Goal in context:** A game is selected so the user may queue up for a match.

**Preconditions:** The system is powered on, the user has signed in, and the user is on the game menu.

**Trigger:** The user clicks on one of the games in the game menu.

**Scenario:**

1. The user clicks on one of the games in the game menu.
2. The game is selected.
3. Game information and stats are shown and the user may queue for a match.

**Post Conditions:** The game menu showing the games supported by the system are displayed to the user.

**Exceptions:**

* The server is down.

**Priority: High –** necessary to allow users to queue up for matches and play games.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Whenever a user clicks on a game.

**Channel to actor:** Via the game menu.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Choose Tic-Tac-Toe**

**Iteration:** 1

**Primary actor:** User

**Goal in context:** The user chooses Tic-Tac-Toe from the game menu.

**Preconditions:** The system is powered on, the user is signed in, and the user is on the game menu.

**Trigger:** The user clicks on Tic-Tac-Toe from the game menu.

**Scenario:**

1. The user clicks on Tic-Tac-Toe from the game menu.
2. Tic-Tac-Toe information and stats are shown to the user, and the option for queueing for a Tic-Tac-Toe match is shown to the user.

**Post Conditions:** The user has selected Tic-Tac-Toe and is able to queue up for a Tic-Tac-Toe match.

**Exceptions:**

* The server is down.

**Priority:** High – necessary for the user to play Tic-Tac-Toe.

**When Available:** Within 1sprint (1st iteration)

**Frequency of Use:** Whenever a user chooses Tic-Tac-Toe from the game menu.

**Channel to actor:** Via the game menu.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Choose Connect4**

**Iteration:** 1

**Primary actor:** User

**Goal in context:** The user chooses Tic-Tac-Toe from the game menu.

**Preconditions:** The system is powered on, the user is signed in, and the user is on the game menu.

**Trigger:** The user clicks on Connect4 from the game menu.

**Scenario:**

1. The user clicks on Connect4 from the game menu.
2. Connect4 information and stats are shown to the user, and the option for queueing for a Connect4 match is shown to the user.

**Post Conditions:** The user has selected Connect4 and is able to queue up for a Connect4 match.

**Exceptions:**

* The server is down.

**Priority:** High – necessary to allow users to play Connect4.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Whenever the user

**Channel to actor:** Via the game menu

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Queue Match**

**Iteration:** 1

**Primary actor:** User

**Goal in context:** The user is queued up for a match.

**Preconditions:** The system is powered on, the user has signed in, and the user has chosen a game.

**Trigger:** The user clicks on the queue match button.

**Scenario:**

1. The user clicks on the queue match button.
2. The system searches for another user queued up for the same game.

**Post Conditions:** The user is queued up for a match.

**Exceptions:**

* The server is down

**Priority:** High – necessary to allow users to play matches with other users.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** At least once per match.

**Channel to actor:** Via the GUI

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A

**Use Case: Start Match**

**Iteration:** 1

**Primary actor:** System

**Goal in context:** Start a match between two users queued for the same game.

**Preconditions:** The system is powered on, the servers are running, and at least two users have signed in and are queued for a match on the same game.

**Trigger:** At least two users are queued up for a match for the same game.

**Scenario:**

1. At least two users are queued for a match for the same game.
2. The system searches for users queued for the same game.
3. The system matches two users queued for the same game.
4. The system starts a match between two users queued for the same game.

**Post Conditions:** A match is started between two users queued for the same game.

**Exceptions:**

* The server is down.

**Priority:** High – necessary for users to play games with each other.

**When Available:** Within 1 sprint (1st iteration)

**Frequency of Use:** Once per match.

**Channel to actor:** Via thenetwork system.

**Secondary actor:** N/A

**Channel to Secondary Actors:** N/A

**Open issues:** N/A