Gary is Win

Use Cases

Team Keep-It-110!

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GLOSSARY OF TERMS

Account	An arrangement by which a user is given personalized access to the game application, by entering a username, email, and password.
Avatar	The 2D figure(s) that represents the player during a match.
Challenge	A method to initiate gameplay, in which a player can start a match and invite another user to play with them.
Guest	A user who is playing the game without an account.
Leaderboard	A scoreboard displaying the rating, names and current scores of the leading competitors in the game.
Match	A single round of gameplay resulting in one player winning and the other losing.
Matchmaking	The process of locating and connecting suitable players together to take part in a multiplayer game session.
Opponent	The player who is playing against a respective player.
Player	A user of the application who is in a match.
Statistics	Data collected and analyzed from completed matches. Includes but is not limited to: win/lose rate, number of moves made, what moves were made.
Turn / Move	A player's turn consists of placing an object tile followed by moving their player tile up to three times.

INTRODUCTION

We are living in unprecedented times. This is the beginning of the year 2020, where day after day the worldwide population is bombarded by news articles asserting the rapid and menacing progression of humanity's current worst enemy: COVID-19. In order to slow and hopefully halt the infection rate of the spreading virus, students around the world are attending classes from the safety of their homes. Unfortunately, this means for the duration of the pandemic, students will be unable to meet and hang out with friends and classmates in person. For some, this separation may lead to boredom, loneliness, and even the weakening of newly formed friendships. GaryIsWin is a strategy type pvp (player versus player) mobile game, modeled after the puzzle game Baba Is You, that will help curb these negative side effects created by pandemic-induced social isolation.

GaryIsWin carries three pivotal features that keeps players interested while satisfying their social needs. Players will be able to add friends to their in-game friends-list, challenge random opponents through a matchmaking option, and since this is a strategy game, practice and strategize new ways to approach the game by playing in single player mode, where the player plays against themself.

A central goal of GaryIsWin is to help friends spend more time with each other when they are unable to meet up in-person. GaryIsWin makes it extremely easy for players to add and save their friends to a friends-list in the game. Through this feature, players have access to a comprehensive list of their friends who play the game. This also makes it so that players can directly invite a specific friend from their friends-list to play in a match with just a few quick taps. This feature eliminates the hassle of a player having to search for a friend through the game's entire player database every time a player wants to invite a friend to a match.

Of course, there will be times when a player wants to play the game, but no one on their friends-list is online and available to play. The matchmaking feature of GaryIsWin is built to address this dilemma. Through this feature, the player will be randomly paired with another player that is online and a match will begin. If the player and opponent so wish, they may talk to each other through the in-game chat, making the game a more interactive and social experience. Once a match has ended, the player is given the choice to send their opponent a rematch request. If the opponent accepts, another match will be started between the opponent and player. Arguably, as a result of the COVID-19, the most important gain from this

interaction is a new friendship that likely would not have been formed otherwise.

At its core, GaryIsWin is a strategy game. Each match played is meant to challenge the player's ability to think tactically. The most perceptive of players play their moves with deliberation, predicting and manipulating their opponents next moves, and slyly driving themselves into a cunning victory. The charm of strategy games is that the more you learn, the better you will get, and the more fun you will have playing. In order to help players develop effective playing strategies and improve at the game, GaryIsWin allows players to play in single player mode, where players have control over both sides of the board and essentially play a game against themself. Unlike the other game modes, where the player is under the pressure of playing against another human being, single player mode allows players to play at their own pace. This gives them more time and mental clarity to come up with clever strategies they can use in future matches. By playing through the game on their own, players can better understand what moves to avoid and which tactics to deploy when facing their future opponents. Being able to progress in the game in the form of learning new strategies will allow players to play more competitively against their friends as well as random opponents, ultimately making the game more engaging and enjoyable.

Although GaryIsWin is a game motivated by and tailored for our time battling the outbreak of COVID-19, at heart, GaryIsWin is meant to be a game that both strengthens bonds between friends and creates bonds between strangers. Having an in-game friends-list and being able to instantaneously invite friends to games allows friends to enjoy matches with each other whenever they desire. When a player's friends are too busy to play, the matchmaking feature of GaryIsWin seamlessly connects players with other random players, who are also looking for someone to play against. To top it off, the ability to play in single player mode grants players the opportunity to learn how to be more strategic and tactical when playing the game. Challenging players to push themselves to think tactically keeps matches interesting, and keeps players wanting to play the game with both their friends and other random players. With these features at hand, GaryIsWin has the potential to stave off the adverse social effects pandemic-induced isolation can have on students and the worldwide population.

USE-CASE 1.1: Sign-Up

Priority	High - Must have feature
Status	Completed
Description	The user creates a new account by submitting a unique email address, unique username, and password.
User Goal	The user wants to create a new account.
Desired Outcome	The user will have a new account.
Actor	The user of the application.
Dependent Use Cases	N/A
Requirements	SR 1.1
Pre-conditions	There is no existing account associated with the new user's email address or username. If the app was previously signed-in with a different account, the user signed out.
Post-conditions	The user's account data is stored in the database and the user is directed to the Start Page.
Trigger	The user does not have an account yet and would like to register to use the application.
Workflow	1. The user shall launch the application. 2. The system shall display the Start Page. 3. The user shall tap the "Sign Up" button. 4. The system shall redirect the user to the Sign Up Page. 5. The user shall input their email, username, and password in the designated areas. 6. The system shall create an account with the user's input. 7. The system shall redirect the user to the Start Page.
Alternate Workflow	A text field is left blank: 5. The user shall leave one or more of the text fields blank.

	6. The system shall display an error message telling the user to fill in the empty data field(s).
	
	The username submitted is already in use:
	   5. The user shall enter a username associated with an existing account.
	   6. The system shall display an error message telling the user that an account with the inputted username already exists.
	
	The email submitted is already in use:
	   5. The user shall enter an email that is already in use by another account.
	   6. The system shall display an error message telling the user that the inputted email has already been registered.

USE-CASE 1.2: Sign-In

Priority	High - Must have feature
Status	Completed
Description	The user logs into their account using their username and password.
User Goal	The user wants to log into their account to use the application.
Desired Outcome	The user has access to the functionality of the app.
Actor	The user of the application.
Dependent Use Cases	UC 1.1
Requirements	SR 1.2
Pre-conditions	The user has an account, is not logged in, and is on the Login Page.
Post-conditions	The user is logged in.
Trigger	The user is not logged in and wants to login to access the functionality of the app.
Workflow	1. The user shall enter their account username and password into the correspondingly labelled fields and tap the "Login" button. 2. The system shall authenticate the user and redirect the user to the Home Page.
Alternate Workflow	The username / password combination does not exist or was not registered: 1. The user shall leave one or more of the text fields blank, or input a combination of username and password that was not registered with the system. 2. The system shall display the following error message: "Login failed, please try again. You may have to choose a different username."

USE-CASE 1.3: Sign-Out

Priority	High - Must have feature
Status	Completed
Description	The user logs out of their account.
User Goal	The user wants to remove access to their account from the device, and / or wants to sign in to another account.
Desired Outcome	The user is logged out of the application.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 1.3
Pre-conditions	The user has an account and is logged in. The user has navigated to the Profile Page.
Post-conditions	The user is logged out of their account.
Trigger	The user wants to log out of their account.
Workflow	1. The user shall tap on the "Sign Out" button on the Profile Page. 2. The system shall log the user out and redirect them to the Start Page.
Alternate Workflow	N/A

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USE-CASE 1.4: Reset Password

Priority	Lowest – Would be nice to have feature
Status	Not started
Description	The user resets their password by entering their email. An email containing the password reset link will be sent to the user.
User Goal	The user wants to reset their password, so that they can login to their account.
Desired Outcome	The user is able to login with their new password and not the old password.
Actor	The user of the application.
Dependent Use Cases	UC 1.1
Requirements	SR 1.4
Pre-conditions	The user has an account and is on the Login Page.
Post-conditions	The system shall associate the user's recovered account with their new password instead of the old password.
Trigger	The user wants to login but they have forgotten their password.
Workflow	1. The user shall tap the "Forgot Password" button. 2. The system shall redirect the user to the Password Reset Page. 3. The user shall input the email address connected to their account in the corresponding field. 4. The system shall send an email containing a password reset link to the submitted email address. 5. The user shall tap on the password reset link emailed to them. 6. The user shall input their new desired password. 7. The user shall tap the "Submit" button. 8. The system shall update the user's password in the database.

Alternate Workflow	The submitted email is not associated with any existing account:
	    3. The user shall input an email address not associated with any existing account in the corresponding field.
	    4. The system shall display an error message telling the user that the submitted email address does not exist in the database. Continue again from step 3 in the default workflow.
	
	The new password is blank:
	    6. The user shall tap the "Submit" button without entering anything in the password field.
	    7. The system shall prompt the user to enter a password. Continue again from step 5 in the default workflow.

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USE-CASE 1.5: Play as Guest

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The user accesses the functionality of the app without logging into an account.
User Goal	The user wants to play the game without logging in.
Desired Outcome	The user will be able to play the game without having an account.
Actor	The user of the application.
Dependent Use Cases	N/A
Requirements	SR 1.5
Pre-conditions	The user is on the application Start Page and is not logged into an account.
Post-conditions	The user has access to gameplay; however, none of the user's statistics or friends will be stored persistently or associated with an account.
Trigger	The user wants to play the game without creating an account.
Workflow	1. The user shall tap the "Play as Guest" button. 2. The system shall redirect the user to the Home Page.
Alternate Workflow	N/A

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USE-CASE 1.6: Stay Logged In

Priority	Low - Could have feature
Status	Not Started
Description	The system remembers the user's login credentials.
User Goal	The user inputs their credentials once and the system remembers it so that the user doesn't re-enter repeatedly.
Desired Outcome	The user will be authenticated if they were previously signed in.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 1.6
Pre-conditions	The user has previously signed in to the application, and the app is closed (not backgrounded).
Post-conditions	The user is automatically signed in upon opening the app from a closed state.
Trigger	The user wants to be authenticated without entering their credentials every time they open the app from a closed state.
Workflow	1. The user shall open the app. 2. The system shall automatically authenticate the user and redirect the user to the Home Page.
Alternate Workflow	N/A

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USE-CASE 2.1: Add a Friend

Priority	High - Must have feature
Status	Completed
Description	The user adds a friend to their friend list with the friend's username.
User Goal	The user wants to add a friend to their friend list in order to play games together in the future, and to see their match statistics.
Desired Outcome	The user's friend is added to their friends list.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 2.1
Pre-conditions	The user is logged into an account and the user's friend has an account. The user is on the Home Page.
Post-conditions	The user's friend is added to the user's friends list.
Trigger	The user wants to add a friend to their friends list.
Workflow	1. The user shall tap the "Friends" button on the home page. 2. The system shall redirect the user to the Friends Page. 3. The user shall tap the 'add friends' icon. 4. The system shall redirect the user to the Search Page. 5. The user shall input their friend's username into the search field. 6. The system shall display a list of players matching the username. 7. The user shall tap the "Add" button to the right of the player they wish to add as a friend. 8. The system shall add the new friend to the user's friends list.
Alternate Workflow	The other user is blocked by the user OR the user is

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	blocked by the other user:
	6. The system shall display a list of players matching the username sans users that have blocked the user and users that the user has blocked.
	7. The user is not available to add as a friend.

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USE-CASE 2.2: Remove a Friend

Priority	Medium - Should have feature
Status	Completed
Description	The user removes a friend from their friends list.
User Goal	The user wants to remove a friend.
Desired Outcome	The user's friend is removed from their friends list.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1
Requirements	SR 2.2
Pre-conditions	The user has an account, is logged in, and the friend is in their friends list. The user is on the Home Page.
Post-conditions	The friend is removed from the user's friends list
Trigger	The user wants to remove a friend from their friends list.
Workflow	1. The user shall tap the "Friends" button on the Home Page. 2. The system shall redirect the user to the Friends Page. 3. The user shall tap on the "Edit Friends" button. 4. The system shall display "Remove" and "Block" buttons to the right of each user in the list. 5. The user shall tap on the "Remove" button to the right of the friend they wish to remove. 6. The system shall remove the friend from the user's friends list.
Alternate Workflow	N/A

USE-CASE 2.3: Block a Player

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The user blocks a friend from their friends list.
User Goal	The user wants to block a friend from their friends list.
Desired Outcome	The user successfully blocked their friend.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1
Requirements	SR 2.3
Pre-conditions	The user has an account and is logged into their account. The player the user wants to block also has an account and is on the user's friends list. The user is on the Home Page.
Post-conditions	The player the user wishes to block is listed as a blocked on the user's blocked list, and they will not be able to play together in the future.
Trigger	The user wishes to block another user.
Workflow	1. The user shall tap the "Friends" button on the Home Page. 2. The system shall redirect the user to the friends page. 3. The user shall tap the "Edit Friends" button on the friends page. 4. The system shall display "Remove" and "Block" buttons to the right of each user in the list. 5. The user shall tap the "Block" button to the right of the user they wish to block. 6. The system shall remove the friend from the user's friends list and add it to the user's blocked list.
Alternate Workflow	N/A

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USE-CASE 2.4: Unblock a Player

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The user unblocks a previously blocked user.
User Goal	The user wants to unblock a previously blocked user.
Desired Outcome	The previously blocked user is no longer blocked by the user and may be added as a friend again.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.3
Requirements	SR 2.4
Pre-conditions	The user has an account and is logged into their account. The user has previously blocked another user. The user is on the Home Page.
Post-conditions	The player the user wishes to unblock is no longer listed as a blocked player on the user's blocked list, and they will be able to play together in the future.
Trigger	The user wishes to unblock a player.
Workflow	1. The user shall tap the "Friends" button on the Home Page. 2. The system shall redirect the user to the Friends Page. 3. The user shall tap the "Blocked Players" button on the Friends Page. 4. The system shall display the user's blocked list. 5. The user shall tap the "Unblock" button to the right of the player they wish to unblock. 6. The system shall remove the unblocked user from the user's blocked list.
Alternate Workflow	N/A

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USE-CASE 2.5: Challenge a Friend to a Match

Priority	High - Must have feature
Status	Completed
Description	The user challenges a friend to a match.
User Goal	The user wants to challenge a friend to a match.
Desired Outcome	The user starts a match with a friend.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1
Requirements	SR 2.5
Pre-conditions	The friend the user wants to challenge is online and on their Friends Page. The user is on the Home Page.
Post-conditions	A match starts between the user and the friend.
Trigger	The user wishes to play a match against their friend.
Workflow	1. The user shall tap the "Friends" button on the Home Page. 2. The system shall redirect the user to the Friends Page. 3. The user shall tap on the "Challenge" button to the right of the player they wish to start a match with. 4. The system shall redirect the user to the Waiting Page and display the challenge to the friend. 5. The user's friend shall accept the challenge request. 6. The system shall direct both users to the Match Page.
Alternate Workflow	The friend denies the request: 5. The user's friend shall deny the challenge request. 6. The system shall direct the user back to the Friends Page.

USE-CASE 3.1: Move Avatar

Priority	High - Must have feature
Status	Completed
Description	The user moves their avatar on the board.
User Goal	The user wants to move their avatar on the board.
Desired Outcome	The user's avatar has moved.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 4.2
Requirements	SR 3.1
Pre-conditions	The user is on the Match Page, it is the user's turn, and the user is able to move.
Post-conditions	The user has made a move and their avatar on the board moved accordingly.
Trigger	It's the user's turn to move.
Workflow	1. The user shall make a move by swiping on their screen in the direction they wish to move (up, down, right, left). 2. The system shall respond by moving the user's avatar(s) on the board in the respective direction.
Alternate Workflow	The user cannot move in that direction: 1. The user shall move in a direction such that all of their avatars are impeded by the edge of the board or a series of push and stop tiles. 2. The system shall notify the user of failure with an animation and haptic feedback.

USE-CASE 3.2: Place Shape

Priority	High - Must have feature
Status	Completed
Description	The user places a shape on the board.
User Goal	The user wants to place a shape on the board.
Desired Outcome	The user placed a shape on the game board.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5
Requirements	SR 3.2
Pre-conditions	The user is on the Match Page, it is the user's turn, and the user is able to place a shape.
Post-conditions	The user has placed a shape on the board.
Trigger	It is the user's turn to place a shape.
Workflow	1. The user shall tap on an empty cell on the grid where they wish to place the shape. 2. The system shall place the shape in the respective position on the board.
Alternate Workflow	The cell selected by the user is occupied: 1. The user shall tap on an occupied cell on the grid. 2. The system shall not place a shape, and allow the user another opportunity to place the object in an empty cell.

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USE-CASE 3.3: Win Match

Priority	High - Must have feature
Status	Completed
Description	The user wins the match.
User Goal	The user wants to win the match.
Desired Outcome	The user won the match.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 3.1, UC 3.2
Requirements	SR 3.3
Pre-conditions	The user is on the Match Page.
Post-conditions	The user has won the match, and the match has ended.
Trigger	The user wants to win the match and to increase their rating.
Workflow	1. The user shall meet a win condition, which is stepping on a win object or becoming the win object itself. 2. The system shall end the match and redirect the user to the PostMatch Page with the winner of the match and the change in rating displayed.
Alternate Workflow	N/A

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USE-CASE 4.1: Play Locally

Priority	Low - Could have feature
Status	Completed
Description	The user plays a match locally.
User Goal	The user wants to play a local match.
Desired Outcome	The user started a local match.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 4.1
Pre-conditions	The user has an account and is logged into that account. The user is on the Home Page.
Post-conditions	The user is in a local match, playing as both P1 and P2.
Trigger	The user wants to play a match locally.
Workflow	1. The user shall tap on the "Local Play" button. 2. The system shall redirect the user to the Match Page. 3. The user shall be able to play the match as both P1 and P2.
Alternate Workflow	N/A

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USE-CASE 4.2: Play Random Opponent

Priority	Low - Could have feature
Status	Complete
Description	The user pairs up with a random user based on rating and a match is started between them.
User Goal	The user wants to be in a match against a random user of similar skill level.
Desired Outcome	The user paired up with a random user for a match.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 4.2
Pre-conditions	The user is on the Friends Page and another user has pressed the "Random Play" button on the Friends Page.
Post-conditions	The user is in a match with a random user.
Trigger	The user wants to play a match against a random user.
Workflow	1. The user shall tap the "Random Play" button (queueing for matchmaking). 2. The system shall redirect the user to the Waiting Page. 3. The system shall connect the user with another user who has queued for matchmaking. 4. The system shall direct both users to the Match Page.
Alternate Workflow	N/A

USE-CASE 4.3: Analyze Aggregate Match Statistics

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The user views a collection of data and statistics gathered from the user's previous matches.
User Goal	The user wants to view their aggregate match statistics.
Desired Outcome	The user accessed their match statistics.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 4.3
Pre-conditions	The user has an account, is logged in, and is on the Home Page.
Post-conditions	The user has been redirected to the Statistics Page.
Trigger	The user is interested in how they are doing in the game.
Workflow	1. The user shall tap the "Profile" button. 2. The system shall redirect the user to the Profile Page. 3. The user shall tap the "Statistics" button. 4. The system shall redirect the user to the Statistics Page.
Alternate Workflow	N/A

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USE-CASE 4.4: Rematch After a Match Ends

Priority	Low - Could have feature
Status	Complete
Description	The user requests a rematch after a match ends.
User Goal	The user wants to rematch against their opponent.
Desired Outcome	The user rematches against their opponent.
Actor	The user who has just finished a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 3.1, UC 3.2, UC 3.3, UC 4.2
Requirements	SR 4.4
Pre-conditions	The user and their opponent are on the PostMatch Page.
Post-conditions	The user and their opponent are on the Match Page in a new match.
Trigger	The user's match has just ended and the user wants a rematch for another opportunity to earn rating from their opponent.
Workflow	1. The user shall tap on the "Rematch" button. 2. The system shall display a rematch request message on the opponent's screen. 3. The opponent shall tap the "Rematch" button. 4. The system shall redirect both players to the Match Page and start a new match.
Alternate Workflow	The opponent does not tap the "Rematch" button: 3. The opponent shall tap the "Quit" button. 4. The user remains on the PostMatch Page.

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USE-CASE 4.5: Prematurely End a Match

Priority	Medium - Should have feature
Status	Complete
Description	The user leaves in the middle of an ongoing match.
User Goal	The user wants to leave an ongoing match.
Desired Outcome	The user left the match.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5
Requirements	SR 4.5
Pre-conditions	The user is in a match with another user, and on the Match Page.
Post-conditions	The user is no longer in a match, and on the Friends Page.
Trigger	The player wishes to leave in the middle of a match.
Workflow	1. The user shall tap the "Quit" button. 2. The system shall display a confirmation message asking the user to confirm that they want to quit the match. 3. The user shall tap the "Quit" button to confirm their desire to quit. 4. The system shall redirect the user to the Friends Page. 5. The system will notify the opponent that the user has quit, and prompt them to quit as well.
Alternate Workflow	N/A

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USE-CASE 4.6: Chat With Opponent

Priority	Lowest - Would be nice to have feature
Status	Not Started
Description	The user communicates with the opponent via text during a match.
User Goal	The user wants to communicate with the opponent via text during a match.
Desired Outcome	The user chats with the opponent.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 4.2
Requirements	SR 4.6
Pre-conditions	The user is in a match with another user, and on the Match Page.
Post-conditions	The chat is updated with new messages from either player.
Trigger	The user wants to say something to say to their opponent.
Workflow	1. The user shall tap the 'chat' icon. 2. The system shall show the chat history for the current match. 3. The user shall type a message into the input field. 4. The user shall tap the 'send' icon. 5. The system shall notify the opponent that there is a new message.
Alternate Workflow	N/A

USE-CASE 4.7: Watch a Replay of a Match

Priority	Lowest – Would be nice to have feature
Status	Not Started
Description	The user watches a replay of a match they played.
User Goal	The user wants to watch a replay of a match they played.
Desired Outcome	The user viewed a replay of a previous match.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 4.2
Requirements	SR 4.7
Pre-conditions	The user has played at least one match. The user is on the Profile Page.
Post-conditions	The user is redirected to the MatchReplay Page, where they view a replay of a match.
Trigger	The user wants to learn from previous mistakes and improve their strategy.
Workflow	1. The user shall tap the "Match History" button. 2. The system shall redirect the user to the MatchHistory Page. 3. The user shall tap the "Replay" button next to the match they wish to replay. 4. The system shall redirect the user to the MatchReplay Page. 5. The system shall display media controls to the user for replaying the chosen match.
Alternate Workflow	N/A

USE-CASE 4.8: Review Moves Made During Match

Priority	Lowest – Would be nice to have feature
Status	Not Started
Description	The user views the moves made during the current match.
User Goal	The user wants to review the moves made during a match.
Desired Outcome	The user viewed previous moves made.
Actor	The user in a match.
Dependent Use Cases	UC 1.1, UC 1.2, UC 2.1, UC 2.5, UC 4.2
Requirements	SR 4.8
Pre-conditions	The user is on the Match Page.
Post-conditions	The user is redirected to the MatchMoves Page.
Trigger	The user or the opponent has made a move.
Workflow	1. The user shall make a move (UC 3.1, UC 3.2). 2. The system shall display a new move in the previous moves list on the side.
Alternate Workflow	N/A

USE-CASE 5.1: Change Player Avatar

Priority	Low - Could have feature
Status	Completed
Description	The user changes their in-game avatar.
User Goal	The user wants to change their in-game avatar.
Desired Outcome	The user changed their in-game avatar.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 5.1
Pre-conditions	The user is on the Profile Page.
Post-conditions	The user's avatar has been changed to an avatar of their choice.
Trigger	The user wants to change their avatar.
Workflow	1. The user shall tap on either the "<" or ">" buttons next to their current avatar. 2. The system shall display the previous or next avatar, respectively. 3. The system shall update the user's avatar.
Alternate Workflow	N/A

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USE-CASE 5.2: Change App Icon

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The user changes the app's icon on their device.
User Goal	The user wants to change the app's icon on their device.
Desired Outcome	The user changed the app's icon on their device.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 5.2
Pre-conditions	The user is on the Profile Page.
Post-conditions	The user's app's icon has been changed to their avatar.
Trigger	The user wants to change their app icon to show off their avatar of choice.
Workflow	1. The user shall tap on the "Set App Icon" button. 2. The system shall change the app's icon on the user's device to the currently selected avatar.
Alternate Workflow	N/A

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USE-CASE 5.3: Play Tutorial

Priority	Lowest - Would be nice to have feature
Status	Completed
Description	The user learns the rules of the game.
User Goal	The user wants to learn the rules of the game.
Desired Outcome	The user is familiar with the game rules.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 5.3
Pre-conditions	The user is on the Home Page.
Post-conditions	The user is on the Home Page.
Trigger	The user is unfamiliar with the rules of the game.
Workflow	1. The user shall tap on the "Tutorial" button on the Home Page. 2. The system shall redirect the user to the Tutorial Page. 3. The user shall complete the tutorial as directed by the system. 4. The system shall display a message at the end of the final stage notifying the user that they have completed the tutorial. 5. The user shall tap on the "Finish" button. 6. The system shall redirect the user to the Home Page.
Alternate Workflow	The user quits the tutorial: 3. The user shall tap the "Quit" button at the bottom of the tutorial page before completion. 4. The system shall display a confirmation message asking the user to confirm that they want to quit the match. 5. The user shall tap the "Quit" button to confirm their desire to quit.

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	6. The system shall redirect the user to the Home Page.

USE-CASE 5.4: View Leaderboard

Priority	Low - Could have feature
Status	Complete
Description	The user views the leaderboard to see where they rank in the game in comparison to other players.
User Goal	The user wants to check their own or another player's rating.
Desired Outcome	The user accessed the leaderboard and viewed player ratings.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 5.4
Pre-conditions	The user is on the Home Page.
Post-conditions	The user has been redirected to the Leaderboard Page.
Trigger	The user wants to see where they rank in the game in comparison to other players.
Workflow	1. The user shall tap the "Leaderboard" button. 2. The system shall redirect the user to the Leaderboard Page.
Alternate Workflow	N/A

USE-CASE 5.5: View Rating

Priority	Low - Could have feature
Status	Complete
Description	The user checks their rating.
User Goal	The user wants to check their rating.
Desired Outcome	The user checked their rating.
Actor	The user of the application.
Dependent Use Cases	UC 1.1, UC 1.2
Requirements	SR 5.5
Pre-conditions	The user is on the Home Page.
Post-conditions	The user is on the Profile Page.
Trigger	The user wants to know what their personal rating is.
Workflow	1. The user shall tap the "Profile" button on the Home Page. 2. The system shall redirect the user to the Profile Page, where their rating will be displayed.
Alternate Workflow	N/A

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