



Jungle

Use Case Documentation

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#1: Register to the system

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|-----------------------------------|---|
| Use Case Name | Register to the system |
| Scope | Jungle game |
| Level | User-goal |
| Primary Actor | Unregistered user |
| Stakeholders and Interests | <ul style="list-style-type: none">• Unregistered user: wants to have access to the game by creating an account with his/her information |
| Preconditions | User's account does not already exist |
| Success Guarantee | User information is saved. User now has an account and can log in. |
| Main Success Scenario | <ol style="list-style-type: none">1. Unregistered user begins creating a new account2. Unregistered user enters an email3. Unregistered user enters a password4. Unregistered user enters a nickname5. Unregistered user chooses to register with the information they have entered.6. System validates the information entered7. Information for the user is saved8. System displays message that the registration was successful |
| Extensions | <p>6.a The system detects that the email account is already registered</p> <ol style="list-style-type: none">1. System indicates that the email account entered is already registered2. System displays message informing the user that the email is already registered and cannot be used again3. System allows the unregistered user to enter the email again4. Unregistered user enters a different email5. Flow is resumed at step 6. <p>6.b The system detects that the nickname is already registered</p> <ol style="list-style-type: none">1. System indicates that the nickname entered is already registered |

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| | <ol style="list-style-type: none"> 2. System displays message informing the user that the nickname is already registered and cannot be used again 3. System allows the unregistered user to enter the nickname again 4. Unregistered user enters a different nickname 5. Flow is resumed at step 6 <p>7.c The system detects that there is information missing</p> <ol style="list-style-type: none"> 1. System indicates that there is information missing and shows the missing field 2. Unregistered user enters the missing information. 3. Flow is resumed at step 6 <p>7.d The system detects that there is no connection to save the entered data</p> <ol style="list-style-type: none"> 1. System signals error 2. Unregistered user may refresh the site and try again |
| Special Requirements | None |
| Technology and Data Variations | None |
| Frequency of Occurrence | Occurs once per user. |
| Miscellaneous | |

#2: Create a new game

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| Use Case Name | Create a new game |
| Scope | Jungle game |
| Level | User-goal |
| Primary Actor | Registered user |
| Stakeholders and Interests | <ul style="list-style-type: none">Registered user: wants to create a new game and become a player of the created game. |
| Preconditions | Registered user logged in. |
| Success Guarantee | Game is created and user is a player of the created game. |
| Main Success Scenario | <ol style="list-style-type: none">Registered user creates a new gameSystem saves the created gameRegistered user is placed in the created game |
| Extensions | <p>3.a The system detects that there is no connection to save the entered data</p> <ol style="list-style-type: none">System signals errorUnregistered user may refresh the site and try again |
| Special Requirements | None |
| Technology and Data Variations | None |
| Frequency of Occurrence | Potentially every time a user logs in. |
| Miscellaneous | |

#3: Invite other users to a game

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| Use Case Name | Invite other users to a game |
| Scope | Jungle game |
| Level | User-goal |
| Primary Actor | Player |
| Stakeholders and Interests | <ul style="list-style-type: none">• Player: wants to invite other users to a created game.• Other players: want to receive invite from other user to join a game. |
| Preconditions | Registered user is identified and authenticated. Game has been created. Other users are registered. |
| Success Guarantee | Other users received the invite to join the game. |
| Main Success Scenario | <ol style="list-style-type: none">1. Player accesses the created game to invite other players2. System show the registered users that can be invited3. Player selects the other users to send the invite4. System sends the invite to other users5. Other registered users receive the invite from the first player6. First player is notified that the invite was sent. |
| Extensions | <ol style="list-style-type: none">2.a. System detects that there are no other registered players<ol style="list-style-type: none">1. No users are shown to invite2. The player must wait for other users to register4.a The system detects that there is no connection to proceed with sending the invite<ol style="list-style-type: none">3. System signals error4. Register user may refresh the site and try again |
| Special Requirements | The player should be able to view the profile of each user in the search results. |
| Technology and Data Variations | None |
| Frequency of Occurrence | Occurs each time a game is created. |

#4: Respond to Game Invitation

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|---------------------------------------|---|
| Use Case Name | Respond to Game Invitation |
| Scope | Jungle game |
| Level | User-goal |
| Primary Actor | Registered user |
| Stakeholders and Interests | <ul style="list-style-type: none"> Registered user: either wants to accept or decline a game invite |
| Preconditions | Registered user is identified and authenticated. Invite has been received. |
| Success Guarantee | Registered user is placed in the game. The game has begun. |
| Main Success Scenario | <ol style="list-style-type: none"> Registered user accepts game invitation System displays confirmation message User is added to the game Game starts automatically |
| Extensions | <p>1a. Registered user declines game invitation</p> <ol style="list-style-type: none"> System displays confirmation message System displays message to the user who sent the message to inform them their invitation has been declined <p>1b. Registered user accepts a game invitation for a game that is now full</p> <ol style="list-style-type: none"> System displays failure message <p>1.c The system fails to save the invitation accepted data</p> <ol style="list-style-type: none"> System signals error User is not added to the game Game does not start |
| Special Requirements | None |
| Technology and Data Variations | None |
| Frequency of Occurrence | Frequency will depend on how often users choose to play against an AI versus a real player. |
| Miscellaneous | |

#5: Quit Game

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|---------------------------------------|--|
| Use Case Name | Quit Game |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Player |
| Stakeholders and Interests | <ul style="list-style-type: none">• Player: wants to leave a game that they are active in |
| Preconditions | User must be in a game. |
| Success Guarantee | User no longer has access to the game. The game's end time and result is saved. |
| Main Success Scenario | <ol style="list-style-type: none">1. User requests to quit the game they are in2. System displays confirmation message and removes them from the game.3. Game is ended4. Game information is recorded |
| Extensions | <p>2.a The system fails to execute the request of quitting the game</p> <ol style="list-style-type: none">1. System signals error2. The game is not ended3. Player may refresh the site and try again |
| Special Requirements | None |
| Technology and Data Variations | None |
| Frequency of Occurrence | Occurs once per player per game. |
| Miscellaneous | |

#6: Unregister from System

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|---------------------------------------|--|
| Use Case Name | Unregister from system |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Registered User |
| Stakeholders and Interests | <ul style="list-style-type: none"> Registered User: wants to be no longer registered Owner: doesn't want unused accounts on the system |
| Preconditions | The user must be currently registered. The user must be logged in. |
| Success Guarantee | User is logged out. User's account is deactivated. User's login information is removed from the database. User's game history is kept to preserve the integrity of their past opponents' game histories. User can no longer log in using the same credentials. |
| Main Success Scenario | <ol style="list-style-type: none"> 1. Registered User requests to Unregister from the System. 2. Registered User is logged out. 3. System removes the user from all games they are currently in. 4. System removes the user's login information from the database. 5. The user is notified of successful account removal. |
| Extensions | <p>4.a System fails to execute unregistering account from the system</p> <ol style="list-style-type: none"> 1. System signals error 2. Account is not removed 3. Registered user may refresh the site and try again |
| Special Requirements | Registered User must be unrecoverable |
| Technology and Data Variations | |
| Frequency of Occurrence | Fairly infrequent. |
| Miscellaneous | |

#7: View Player Profile

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|---------------------------------------|---|
| Use Case Name | View Player Profile |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Registered User |
| Stakeholders and Interests | <ul style="list-style-type: none"> Registered user: Wants to see list and outcomes of all previous games played Player: Wants to preview another player before inviting them. |
| Preconditions | Both the viewer and the owner of the profile must be registered users. |
| Success Guarantee | The user's nickname is visible. A list of all games the player has previously played is visible. Each previous game listing contains the outcome (win/loss/draw). Each previous game listing contains the start and end date/time. Each previous game listing contains the opposing player's nickname. |
| Main Success Scenario | <ol style="list-style-type: none"> User selects the profile of a player A new view containing the player's profile information is shown to the user. All details described in the success guarantee are displayed |
| Extensions | <ol style="list-style-type: none"> The player has no game history: <ol style="list-style-type: none"> The view will indicate that the player has not played any games yet. System fails to show profile information <ol style="list-style-type: none"> System signals error Registered user may refresh the site and try again |
| Special Requirements | The data should be displayed such that the most important information (such as and overall statistics) is seen first |
| Technology and Data Variations | None |
| Frequency of Occurrence | Potentially every time an invite is sent. |

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| Miscellaneous | |
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#8: Log in to System

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| Use Case Name | Login |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Registered User |
| Stakeholders and Interests | <ul style="list-style-type: none"> User: wants to login so they can play the Jungle Game |
| Preconditions | <ul style="list-style-type: none"> User must have already registered an account |
| Success Guarantee | User now has access to all the features of the system related to play the Jungle Game |
| Main Success Scenario | <ol style="list-style-type: none"> User enters credentials System verifies credentials. System displays confirmation message User is directed to the main application view. |
| Extensions | <p>2a. System alerts user of incorrect credentials</p> <ol style="list-style-type: none"> User retries with different credentials. <p>2b. System alerts user of incorrect password</p> <ol style="list-style-type: none"> User retries 2 additional times System displays message that they have failed to login (3) times and they can no longer try to login to that particular account <p>4.a System fails to execute login to the system</p> <ol style="list-style-type: none"> System signals error Registered user may refresh the site and try again |
| Special Requirements | The system should only allow a user three failed login attempts in order to deter brute force attacks. |
| Technology and Data Variations | None |
| Frequency of Occurrence | Occurs every time a user launches the application. |
| Miscellaneous | |

#9: Log out of System

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|---------------------------------------|---|
| Use Case Name | Log out of System |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Registered User |
| Stakeholders and Interests | <ul style="list-style-type: none">Registered User: wants to logout of the system |
| Preconditions | User must currently be logged in. |
| Success Guarantee | User is removed from all games. User is returned to the login view. |
| Main Success Scenario | <ol style="list-style-type: none">1. User requests to be logged out of the system2. System directs user to the login screen and displays confirmation message. |
| Extensions | <ol style="list-style-type: none">2.a System fails to execute log out to the system<ol style="list-style-type: none">1. System signals error2. User is not logged out4. Logged in user may refresh the site and try again |
| Special Requirements | None |
| Technology and Data Variations | None |
| Frequency of Occurrence | Likely to occur once for every time a user logs in. |
| Miscellaneous | |

#10: Move Game Piece

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|---------------------------------------|---|
| Use Case Name | Move Game Piece |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Player |
| Stakeholders and Interests | <ul style="list-style-type: none"> Player: wants to move a game piece in the Jungle Game in order to win. |
| Preconditions | Player is logged in. Player has joined the game where they want to move the piece. Game has been started. It is the Player's turn to move. |
| Success Guarantee | The player's piece is moved to where the intended position. The player's turn is over. It is now the next player's turn. |
| Main Success Scenario | <ol style="list-style-type: none"> 1. User requests to move a game piece 2. System saved the movement 3. System alerts the other player that is his/her turn to play |
| Extensions | <p>2.a System displays a denial message because it isn't this player's turn</p> <p>2.b System displays a denial message because the move requested isn't allowed by the rules of the game</p> <p>2.c System fails to save the move done by the player</p> <ol style="list-style-type: none"> 1. System signals error 2. Move is not saved 3. Player may refresh the site and try again |
| Special Requirements | The player should be able to preview their move visually before confirming it. The opponent should not be able to see the preview. |
| Technology and Data Variations | None |
| Frequency of Occurrence | Multiple times per game. |

#11: Switch Game

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|---------------------------------------|---|
| Use Case Name | Switch Game |
| Scope | Jungle Game |
| Level | User Goal |
| Primary Actor | Player |
| Stakeholders and Interests | <ul style="list-style-type: none"> Player: wants to view and play in another game that they are participating in. |
| Preconditions | User is logged in. User is in two or more active games. |
| Success Guarantee | User is now able to see and interact with the game they chose to switch to |
| Main Success Scenario | <ol style="list-style-type: none"> 1. Player requests to switch from the game they are currently into a different game 2. System lists the player's active games. 3. Player selects other game 4. System displays the other game in the view in place of the previous game. |
| Extensions | 3.a System displays failure message because the game's state could not be retrieved. |
| Special Requirements | A player can only see/switch to games that they are a part of. |
| Technology and Data Variations | None |
| Frequency of Occurrence | Will occur any time a user is in multiple games. |
| Miscellaneous | |