



Jungle

Use Case Documentation

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#1: Register to the system

Use Case Name	Register to the system
Scope	Jungle game
Level	User-goal
Primary Actor	Unregistered user
Stakeholders and Interests	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, the user now has an account.
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>7.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>7.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

	<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

Use Case Name	Create a new game
Scope	Jungle game
Level	User-goal
Primary Actor	Registered user
Stakeholders and Interests	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">1. Registered user visits the site to create a new game2. Registered user creates a new game3. System saves the created game4. Registered 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">1. System signals error2. Unregistered 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

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 join a created game.• Other players: want to receive invite from other user to join a game.
Preconditions	<ul style="list-style-type: none">• 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	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 register
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.
Miscellaneous	

#4: Respond to Game Invitation

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	<ul style="list-style-type: none">Registered user is identified and authenticatedInvite has been received
Success Guarantee	If invite is accepted, registered user is joins game. After the user has accepted the invitation, then any other invitations sent out for that game will not be honored.
Main Success Scenario	<ol style="list-style-type: none">Registered user accepts game invitationSystem displays confirmation messageUser is added to the gameGame starts automatically
Extensions	<p>1a. Registered user declines game invitation</p> <ol style="list-style-type: none">System displays confirmation messageSystem 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
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

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	<ul style="list-style-type: none">• User must be in a game
Success Guarantee	User no longer has access to the game.
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	None
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Occurs once per player per game.
Miscellaneous	

#6: Unregister from System

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	<ul style="list-style-type: none"> The user must be currently registered The user must be logged in
Success Guarantee	<ol style="list-style-type: none"> The user is logged out The user's account is deactivated The user's login information is removed from the database. The user's game history is kept to preserve the integrity of their past opponents' game histories. The user can no longer log in using the same credentials.
Main Success Scenario	<ol style="list-style-type: none"> Registered User chooses to remove account. Registered User is logged out. System removes the user from all games they are currently in. System removes the user's login information from the database. The user is notified of successful account removal.
Extensions	
Special Requirements	Registered User must be unrecoverable
Technology and Data Variations	
Frequency of Occurrence	Fairly infrequent.
Miscellaneous	

#7: View Player Profile

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	<ul style="list-style-type: none">• Both the viewer and the owner of the profile must be registered users.
Success Guarantee	<ol style="list-style-type: none">1. The user's nickname is visible2. The user's nickname is visible3. A list of all games the player has previously played is visible4. Each previous game listing contains the outcome (win/loss/draw)5. Each previous game listing contains the start and end date/time6. Each previous game listing contains the opposing player's nickname
Main Success Scenario	<ol style="list-style-type: none">1. User selects the profile of a player2. A new view containing the player's profile information is shown to the user.3. All details described in the success guarantee are displayed
Extensions	1a. The player has no game history: <ol style="list-style-type: none">1. The view will indicate that the player has not played any games yet.
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.
Miscellaneous	

#8: Log in to System

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"> 1. User enters credentials 2. System verifies credentials. 3. System displays confirmation message 4. User is directed to the main application view.
Extensions	2a. System alerts user of incorrect credentials <ol style="list-style-type: none"> 1. User retries with different credentials.
Special Requirements	The system should take some time to verify the credentials 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

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	<ul style="list-style-type: none">User trying to logout must currently be logged in
Success Guarantee	<ol style="list-style-type: none">User is removed from all games.User is returned to the login view.
Main Success Scenario	<ol style="list-style-type: none">User requests to be logged out of the systemSystem directs user to the login screen and displays confirmation message.
Extensions	None
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

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	<ul style="list-style-type: none"> • 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 displays confirmation of the movement of a game piece
Extensions	<p>2a) System displays a denial message because it isn't this player's turn</p> <p>2b) System displays a denial message because the move requested isn't allowed by the rules of the game</p>
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.
Miscellaneous	

#11: Switch Game

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	<ul style="list-style-type: none"> • 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	3a. 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	