Jungle

Use Case

Documentation

Chesshire Coders

Table of Contents:

#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	1. Unregistered user begins creating a new account 2. Unregistered user enters an email that is not associated with an existing account 3. Unregistered user enters a password 4. Unregistered user enters a nickname that is not associated with an existing account 5. Unregistered user chooses to register with the information they have entered. 6. System validates the information entered 7. Information for the user is saved 8. User enters his/her credentials and can access

Extensions	7.a The system detects that the email account is already registered
	    1. System indicates that the email account entered is already registered
	    2. System allows the unregistered user to enter the email again
	    3. Unregistered user enters a different email
	    4. Flow is resumed at step 6.
	7.b The system detects that the nickname is already registered
	    1. System indicates that the nickname entered is already registered
	    2. System allows the unregistered user to enter the nickname again
	    3. Unregistered user enters a different nickname

	4. Flow is resumed at step 6
	7.c The system detects that there is information missing
	    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
	7.d The system detects that there is no connection to save the entered data
	    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	1. Registered user visits the site to create a new game 2. Registered user creates a new game 3. System saves the created game 4. Registered user is placed in the created game
Extensions	3.a The system detects that there is no connection to save the entered data 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	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	- 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	- 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	1. Player accesses the created game to invite other players 2. System show the registered users that can be invited 3. Player selects the other users to send the invite 4. System sends the invite to other users 5. Other registered users receive the invite from the first player 6. First player is notified that the invite was sent.

Extensions	2.a. System detects that there are no other registered players
	    1. No users are shown to invite
	    2. The player must wait for other users to register
	3.a. System can not find specific user
	    1. Player types an invalid nickname to invite
	    2. System can not find that specific user
	    3. System signals to indicate the user is not found
	    4. Player must check the spelling or wait for the desired user 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	● Registered user: either wants to accept or decline a game invite
Preconditions	● Registered user is identified and authenticated ● Invite has been received
Success Guarantee	Invite is discarded. If invite is accepted, registered user is joins game.
Main Success Scenario	1. Registered user accepts game invitation 2. System displays confirmation message
Extensions	1a. Registered user declines game invitation 　　1. System displays confirmation message 　　2. System displays message to the user who sent the message to inform them their invitation has been declined
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	● 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.
Main Success Scenario	1. User requests to quit the game they are in 2. System displays confirmation message and removes them from the game.
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	● 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	1. The user is logged out 2. The user's information must be removed from the database 3. The user account is removed 4. The user can no longer log in using the same credentials.
Main Success Scenario	1. Registered User chooses to remove account 2. System removes the user from all games they are currently in 3. Registered User access removed for all systems 4. Registered User removed from database 5. Registered User information is fully removed 6. Registered User account data is purged 7. Registered User is notified
Extensions	
Special Requirements	Registered User must be unrecoverable
Technology and Data Variations	
Frequency of Occurrence	
Miscellaneous	

#7: View Player Profile

Use Case Name	View Player Profile
Scope	Jungle Game
Level	User Goal
Primary Actor	Registered User
Stakeholders and Interests	- 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	1. The user's nickname is visible 2. The user's nickname is visible 3. A list of all games the player has previously played is visible 4. Each previous game listing contains the outcome (win/loss/draw) 5. Each previous game listing contains the start and end date/time 6. Each previous game listing contains the opposing player's nickname
Main Success Scenario	1. User selects the profile of a player 2. 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	1. The player has no game history: a. 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	● User: wants to login so they can play the Jungle Game
Preconditions	● 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	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 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	● Registered User: wants to logout of the system
Preconditions	● User trying to logout must currently be logged in
Success Guarantee	1. User is removed from all games. 2. User is returned to the login view.
Main Success Scenario	1. User requests to be logged out of the system 2. System 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: Start Game

Use Case Name	Start Game
Scope	Jungle Game
Level	User Goal
Primary Actor	Player
Stakeholders and Interests	● Player: wants to begin playing the game
Preconditions	● Two players have joined the game
Success Guarantee	Game has been initiated. One of the players is able to move a piece.
Main Success Scenario	1. Player 1 creates game. 2. Player 2 joins game. 3. Player 1 chooses to start the game. 4. System displays message(s) to confirm the start of the game 5. System display message(s) to tell who goes first
Extensions	3a. Player 2 never joins the game. 1. Player 1 can wait for them to join or quit.
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Occurs nearly every time a game is created
Miscellaneous	

#11: Join Game

Use Case Name	Join Game
Scope	Jungle Game
Level	User Goal
Primary Actor	Registered User
Stakeholders and Interests	● Registered User: wants to join a game
Preconditions	● User trying to join must currently be logged in ● User must have received an invite to the game or created the game. ● Game has not reached max number of players ● Game has not started.
Success Guarantee	1. User is brought into the game.
Main Success Scenario	1. User 1 requests to join a game 2. System displays confirmation message 3. System displays game to user
Extensions	2a. System displays denial message to user
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Occurs every time a game is created.
Miscellaneous	

#12: Move Game Piece

Use Case Name	Move Game Piece
Scope	Jungle Game
Level	User Goal
Primary Actor	Player
Stakeholders and Interests	● 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	1. User requests to move a game piece 2. System displays confirmation of the movement of a game piece
Extensions	2a) System displays a denial message because it isn't this player's turn 2b) System displays a denial message because the move requested isn't allowed by the rules of the game
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	

#13: Switch Game

Use Case Name	Switch Game
Scope	Jungle Game
Level	User Goal
Primary Actor	Player
Stakeholders and Interests	● 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	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	