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. User now has an account and can log in.
Main Success Scenario	1. Unregistered user begins creating a new account 2. Unregistered user enters an email 3. Unregistered user enters a password 4. Unregistered user enters a nickname 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. System displays message that the registration was successful

Extensions	6.a The system detects that the email account is already registered
	    1. System indicates that the email account entered is already registered
	    2. System displays message informing the user that the email is already registered and cannot be used again
	    3. System allows the unregistered user to enter the email again
	    4. Unregistered user enters a different email
	    5. Flow is resumed at step 6.
	6.b The system detects that the nickname is already registered
	    1. System indicates that the nickname entered is already registered

	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
	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 creates a new game 2. System saves the created game 3. 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 a created game. - Other players: want to receive invite from other user to join a game.
Preconditions	Registered user is identified and authenticated. 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
	4.a The system detects that there is no connection to proceed with sending the invite
	   3. System signals error
	   4. 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

Use Case Name	Respond to Game Invitation
Scope	Jungle game
Level	User-goal
Primary Actor	1. Registered user 2. Bot (impersonates registered user)
Stakeholders and Interests	● Registered user: either wants to accept or decline a game invite ● Bot: "Wants" to start a game.
Preconditions	Registered user / bot is identified and authenticated. Invite has been received.
Success Guarantee	Registered user / bot is placed in the game. The game has begun.
Main Success Scenario	1. Registered user / bot accepts game invitation 2. System displays confirmation message 3. User is added to the game 4. Game starts automatically

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
	1b. Registered user accepts a game invitation for a game that is now full
	    1. System displays failure message
	1.c The system fails to save the invitation accepted data
	    1. System signals error
	    2. User is not added to the game
	    3. 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

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. The game's end time and result is saved.
Main Success Scenario	1. User requests to quit the game they are in 2. System displays confirmation message and removes them from the game. 3. Game is ended 4. Game information is recorded
Extensions	2.a The system fails to execute the request of quitting the game 1. System signals error 2. The game is not ended 3. 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

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	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	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	4.a System fails to execute unregistering account from the system 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

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	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	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	1a. The player has no game history:
	   1. The view will indicate that the player has not played any games yet.
	2.a System fails to show profile information
	   1. System signals error
	   2. 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.

Miscellaneous	

#8: Log in to System

Use Case Name	Login
Scope	Jungle Game
Level	User Goal
Primary Actors	1. Registered User 2. Bot (impersonates registered user)
Stakeholders and Interests	● User: wants to login so they can play the Jungle Game ● Bot: "Wants" to login so it can listen for invites.
Preconditions	● User / bot 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. Bot can now receive invites and participate in games.
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	1a. Bot sends credentials to server.
	    1. Normal flow.
	2a. System alerts user of incorrect credentials
	    1. User retries with different credentials.
	2b. System alerts user of incorrect password
	    1. User retries 2 additional times
	    2. System displays message that they have failed to login (3) times and they can no longer try to login to that particular account
	4.a System fails to execute login to the system
	    1. System signals error
	    2. 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	None

Variations	
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 Actors	1. Registered User 2. Bot (impersonates registered user)
Stakeholders and Interests	● Registered User: wants to logout of the system ● Bot: wants to logout of the system
Preconditions	User / bot must currently be logged in.
Success Guarantee	User / bot is removed from all games. User / bot is returned to the login view.
Main Success Scenario	1. User / bot 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: Move Game Piece

Use Case Name	Move Game Piece
Scope	Jungle Game
Level	User Goal
Primary Actor	1. Player 2. Bot (impersonates player)
Stakeholders and Interests	● Player: wants to move a game piece in the Jungle Game in order to win. ● Bot: wants to move a game piece in the Jungle Game in order to win.
Preconditions	Player / bot is logged in. Player / bot has joined the game where they want to move the piece. Game has been started. It is the Player / bot's turn to move.
Success Guarantee	The player / bot's piece is moved to where the intended position. The player / bot's turn is over. It is now their opponent's turn.
Main Success Scenario	1. User / bot requests to move a game piece 2. System saved the movement 3. System alerts the opponent that is their turn to play

Extensions	2.a System displays a denial message because it isn't this player's turn
	2.b System displays a denial message because the move requested isn't allowed by the rules of the game
	2.c System fails to save the move done by the player
	    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

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	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	