# Fully Dressed User Cases

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## Use Case UC1: Game against a player

**Scope:** Chess application

**Level:** User goal

**Primary Actor:** $Player_1$

**Stakeholders and Interests:**

- **$Player_1$ and $Player_2$:** Wants easy to understand and use, responsive game. Wants to only be able to do valid chess moves. Wants fair ranking system. Wants to be able to play against a AI with chosen difficulty.

- **Developers:** Wants the users to not crash the application.

**Preconditions:** Both players are registered

**Success Guarantee:** Players are able to start a game of chess against each other.

**Main Success Scenario:**

1. $Player_1$ starts application.

2. $Player_1$ logs in.

3. $Player_1$ enters the start screen.

4. $Player_1$ chooses to play against a human player.

5. $Player_2$ logs in.

6. Randomly $Player_2$ and $Player_2$ are given either white or black pieces.

7. $Player_1$ and $Player_2$ starts a game of chess

**Extensions:**
2a. $Player_1$ does not have a user.

1. $Player_1$ selects the register button.

2. $Player_1$ enters details.

    3. Player$_1$ logs in.

3a. Player$_1$ chooses to play against a CPU.

    1. Player$_1$ chooses between difficulties beginner, intermediate or expert.

    2. Randomly Player$_1$ and the CPU are given either white or black pieces.

    3. Player$_1$ and the CPU starts a game of chess.

4a. Player$_2$ does not have a user.

    1. Player$_2$ selects the register button.

    2. Player$_2$ enters details.

    3. Player$_2$ logs in.

# Case UC2: User wants to show his/her ranking.

**Scope:** Chess application.

**Level:** User goal.

**Primary Actor:** Player.

**Stakeholders and Interests:**

- **Player:** Want easy to use menus, wants to understand the statistics and it contains at least some of the statistics the user wants.

- **Developers:** Wants the users to not crash the application.

**Preconditions:** The player is registered

**Success Guarantee:** The player is able to check his/her score.

**Main Success Scenario:**

1. Player starts application.

2. Player logs in.

3. Player enters the start screen.

4. Player clicks "Show Statistics".

5. Player clicks "Show Ranking".

**Extensions:**

2a. Player does not have a user.

    1. Player selects the register button.

    2. Player enters details.

    3. Player logs in.