# Use case 1. Login

# Scope: User login activity to an existing account

# Description: In order to play the game, user needs to access his/her account. To do this, the user logs on to <https://minecraft.net/en-us/login/?ref=gm> where she is presented with a screen asking for an email and Password. Upon providing the required information, the user is authenticated and if successful, can access the account

# Flow Description

## Precondition

* User already completed the registration process and the account was created
* User knows his/her account details including email and password
* System authentication is working as expected
* User has an Internet connection and sufficient bandwidth to complete the task

## Main flow

* User types the URL to access the login screen
* User inputs email and password
* User is presented with captcha authentication screen
* Website calls authentication services to validate the input
* Website receives the answer from authentication services
* If the login details are correct login is authenticated and play starts.

## Alternate flow

* User types the URL to access the login screen
* User inputs email and password
* User is presented with captcha authentication screen
* Website calls authentication services to validate the input
* Website receives the answer from authentication services as denied
* User is presented with a login denied screen and is prompted to reenter credentials or click forgot password <https://minecraft.net/en-us/login/?ref=gm>

## Exceptional flow

* Host system is unresponsive
* User refreshes screen and system is back on line
* Main flow resumes

## Termination

* User successfully logins into their account

## Post condition

* Game is available for user to play at any time and location