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*Game Wizard*

*Game Wizard* Requirements

# Introduction

This document will contain UML Documents and Diagrams explaining the functionality, use, and requirements for our application, Game Wizard.

# Description Model

Using text, describe the requirements for your system. Expand on the function section from your project plan. Include requirements for the following categories: Output, Input, Processes, Performance and Security.

In our application Game Wizard, there are many needed requirements for this application. First, we need a user creation system, to create users to allow them to track and save their data. We also need a user deletion system, update, and read system for users. This will create the user platform needed for the application. With all of this, we also need a forum system, where users can create posts, comment on posts, delete posts, and edit posts. Finally, a messaging system will be put in place where users can send and receive messages. Users will not be able to delete and edit messages once sent. We also plan to have users log in with a password and 2FA through either their email or phone number as a part of security. We plan to encrypt messages through servers and make Game Wizard a platform functional for anyone to use, while also keeping it secure to the user.

# Class Diagram

Create a class diagram. The Class Diagram should contain all of the system objects, their attributes, and any known methods. This diagram may be included as a separate file – it does not need to be inserted into this Word document.

# Use Case Diagram

Create a Use Case Diagram for all of the "uses" of your system. This diagram may be included as a separate file – it does not need to be inserted into this Word document.

# Use Case Scenarios

Create a full description Use Case Scenario (detailed descriptions) for each use case of the system. This intermediate scenario should include an enumerated list of steps involved in the activity as well as any exception conditions.

# System Sequence Charts

For each Use Case Scenario, provide a sequence diagram. Use your class diagram, use case diagram and scenarios to create the corresponding Sequence Diagram.