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| Use Case Name: User-friendly sign-up | ID:004 | Importance: High |

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| Primary Actor: New player | Use Case Type: Usability |

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| Stakeholders: New players, UI designer |
| Brief Description: Providing a user-friendly account creation process that is intuitive for new users of the Texas Hold’em program. |
| Trigger: New player signing up for the game Type: External |
| Relationships: Related to user database and user interface |
| Normal Flow of Events:   1. New player uses the “New user? Create account” button 2. The program shows a form for the user to fill out with necessary information, including username and password. 3. The program makes sure the username is not taken and the password meets complexity requirements 4. If the user does not have a unique username or password, the program prompts to re-enter new information. 5. Once username and password are accepted, the account is made 6. The player can now log in to the game |
| Subflows: Email verification, send confirmation email |
| Alternate Flows: -If a player fails to enter a unique username several times, the program will automatically suggest available usernames that are variations of the last one entered.  -If the email address is already associated with an account, the game let’s the user know and offers to reset password |