Jungle Game System

User

Registered User

Register

Delete Account

Log In

Log Out

View Match History — <include> — Find Other User

Create Match

Start Match

Leave Match

Play Turn — <include> — Move Piece

View Rules

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Send Invitation

Respond to Invite — <include> — View Invite

Use Case ID	1
Use Case Name	Register User.
Overview	Register new users to the game.
Primary Actors	User(initiator)
Secondary Actors	System Database
Pre-conditions	User must have a valid e-mail Id, unique nickname and valid password.
Main Flow	1. User needs to enter unique email-id, nickname and password to register for the game. 2. User needs to enter nickname/email-id and password to login to the game. 3. User can login with their credentials to play the game. 4. Store the user information in the system database.
Post Conditions	User is now a registered user and can login with nickname/email-id and correct password.

Use Case ID	2.
Use Case Name	Delete User Account.
Overview	Users can delete their own account.
Primary Actors	User (initiator)
Secondary Actors	System Database
Pre-conditions	User must login to system
Main Flow	1. User needs to enter the valid email-id or nickname and password. 2. User can go to their account and delete it.
Post Conditions	User is logged out and must not be able to login with nickname/email-id and correct password, and instead is asked to register again. User information is deleted from database

Use Case ID	3.
Use Case Name	Log in
Overview	The registered users of the game can enter their credentials and log in the game.
Primary Actors	User(Primary)
Secondary Actors	None
Pre-conditions	1.Users must be a registered on the game.
Main Flow	1.User can enter email-id/nickname and correct password to log in into the game.
Post Conditions	User is logged in.

Use Case ID	4.
Use Case Name	Log out
Overview	The registered user that is already logged in can logout of the system.
Primary Actors	User(Primary)
Secondary Actors	None
Pre-conditions	1.Users must be a registered on the system. 2. User must be already logged in the system.
Main Flow	1. The user logs out.
Post Conditions	User is now logged out of the system.

Use Case ID	5.
Use Case Name	View Match history
Overview	A user can view end and start date/time of the matches, number of matches won and lost, and number of abandoned match under user information menu of their account or other's accounts.
Primary Actors	User(Primary), Secondary
Pre-conditions	1. User must be a registered on the game. 2. Retrieve user information from database.
Main Flow	1. User selects view their match history under user information.
Alternate Flow 1	1.Include(Find Other User). 2. User selects view other user's match history under user information.
Post Conditions	Match history of selected user is displayed.

Use Case ID	6.
Use Case Name	Find other users
Overview	Current user can find information of the other user.
Primary Actors	User(initiator)
Secondary Actors	Other user
Pre-conditions	1.User must be a registered on the game.
Main Flow	1. Enter the email-id or nickname of the user to be found. 2. Retrieve that user's information from system database.
Post Conditions	Other user's information is displayed.

Use Case ID	7
Use Case Name	Create match.
Overview	The user can create a match to play the game at any time while logged in.
Primary Actors	User(Primary)
Pre-conditions	1. User is logged into the system.
Main Flow	1. User creates the match.
Post Conditions	A new match is created and displayed to the user.

Use Case ID	8
Use Case Name	Start Match
Overview	The registered users of the game can start playing the game.
Primary Actors	User(Primary), User(Secondary)
Secondary Actors	None
Pre-conditions	1.Users must be a registered on the system 2.Primary user has created the match. 3.Secondary user has joined the match.
Main Flow	1. User who created the match starts the game.
Post Conditions	The game starts and the first turn is available to the player who started the game.

Use Case ID	9
Use Case Name	Leave Match
Overview	A user can leave a game they are participating in at any time, causing the match to end.
Primary Actors	Leaving player
Secondary Actors	Second player
Pre-conditions	1. Leaving player is in an active game 2. Leaving player is logged in
Main Flow	1. Leaving player selects the game they want to leave 2. Leaving player leaves the game 3. Second player is notified that the leaving player has left the game
Post Conditions	1. Game the leaving player left has ended 2. Game is no longer listed under current games 2. Game information and result was logged to the profiles of the leaving player and

Use Case ID	10
Use Case Name	Play Turn
Overview	A user, when it is their turn, completes their turn by making a move in the game.
Primary Actors	User
Pre-conditions	1. User is logged in 2. It is the user's turn in an active game
Main Flow	1. The user is notified that it is their turn. 2. Include(Make Move). 3. User submits their turn.
Alternate Flow 1	3. If it is a winning move, the game ends and the opposing player is notified that the game has been won by the current user.
Post Conditions	1. User's move is reflected on the game board. 2. It is no longer the current user's turn. 3. Opposing player is notified that it is now their turn

Use Case ID	11
Use Case Name	Make Move
Overview	A user creates a movement for a game piece to be submitted during their turn.
Primary Actors	User
Pre-conditions	1. User is in an active game 2. User is logged in to the system 3. User can make a valid move
Main Flow	1. User makes a valid move for one of their game pieces.
Post Conditions	1. User makes an invalid move 2. Move is rejected, and user is notified that the move is invalid.

Use Case ID	12
Use Case Name	View rules of the game.
Overview	The registered users can view the rules of the game at any time.
Primary Actors	User(Primary)
Pre-conditions	1.Users must be a registered in the game.
Main Flow	1. User can view the rule of the game Jungle before starting a match, in-between a match, and after leaving a match.
Post Conditions	Game rules will be displayed to the user.

Use Case ID	13
Use Case Name	View Board
Overview	Registered users can view the game board of any active game they are participating in at any time.
Primary Actors	User(Primary)
Pre-conditions	1. User must be logged into the system. 2. User must be participating in an active game.
Main Flow	1. User selects active game and views the board.
Post Conditions	Game board is displayed to the user.

Use Case ID	14
Use Case Name	Send invitation
Overview	Users can invite other users to a match they have created, and users that receive an invite can accept or deny the invite. Upon choosing an action, a notification of which action was chosen is sent to the original user. Multiple invites can be sent to different users, and the first to accept joins the match.
Primary Actors	Sender [Initiator] Recipients
Secondary Actors	None
Pre-conditions	1. Sender and recipient are registered in the system 2. Sender has created a match for other users to join
Main Flow	1. Include(Create Match) 2. User (sender) sends invite to second user (recipient) 3. Sender receives notification that recipient accepted invitation
Alternate Flow 1	3. Sender receives notification that recipient denied invitation
Alternate Flow 2	2. User (sender) sends invite to two or more users (recipients) 4. First recipient to accept is added to the match 5. Sender receives notification that recipient accepted invitation 6. All other recipients' invitations are denied
Post Conditions	1. Sender receives notification of recipient action

Use Case ID	15.
Use Case Name	Respond to Invite
Overview	The user can accept or decline an invitation to play a match from another other user.
Primary Actors	User(recipient)
Secondary Actors	User(sender)
Pre-conditions	1.Users must be a registered on the game. 2. User must be already logged in the game. 3. User will receive an invitation to play the game with the sender.
Main Flow	1. Include (View the invite). 2. User can accept the invitation to start the match with the sender.
Alternate Flow 1	2. User can decline the invitation to play with the sender.
Post Conditions	User(sender) gets a notification of the response from the recipient user.

Use Case ID	16.
Use Case Name	View Invite
Overview	The user can view invites sent to them.
Primary Actors	User(recipient)
Secondary Actors	User(sender)
Pre-conditions	1. User is logged into the system. 2. User has received an invitation to play the game from the sender.
Main Flow	1. User is notified of the invitation. 2. User opens the invitation.
Post Conditions	Invitation is displayed to the user(recipient).