

**Use Case ID**

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**Use Case Name**

Register User.

Register new users to the game.

**Overview**

User(initiator)

**Primary Actors**

**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.

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Delete User Account.

Users can delete their own account.

**Overview**

User must login to system

User (initiator)

**Primary Actors**

**Pre-conditions**

**Secondary Actors**

System Database

**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

3.

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Log in

The registered users of the game can enter their credentials and log in the game.

**Overview**

User(Primary)

**Primary Actors**

None

**Secondary Actors**

**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.

4.

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Log out

The registered user that is already logged in can logout of the system.

**Overview**

User(Primary)

**Primary Actors**

None

**Secondary Actors**

**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.

5.

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View Match history

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.

**Overview**

User(Primary), Secondary

**Primary Actors**

**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.

Match history of selected user is displayed.

**Post Conditions**

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Find other users

Current user can find information of the other user.

**Overview**

User(initiator)

1.User must be a registered on the game.

**Primary Actors**

**Pre-conditions**

Other user

**Secondary Actors**

**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.

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Create match.

The user can create a match to play the game at any time while logged in.

**Overview**

User(Primary)

**Primary Actors**

**Pre-conditions**

1. User is logged into the system.

1. User creates the match.

**Main Flow**

1. User selects match option to invite an existing player to the new game.

2. User creates match.

**Alternate Flow 1**

A new match is created and displayed to the user.

**Post Conditions**

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Start Match

The registered users of the game can start playing the game.

**Overview**

User(Primary), User(Secondary)

**Primary Actors**

None

**Secondary Actors**

**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.

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Leave Match

A user can leave a game they are participating in at any time, causing the match to end.

**Overview**

1. Leaving player is in an active game

2. Leaving player is logged in

Leaving player

**Primary Actors**

**Pre-conditions**

**Secondary Actors**

Second player

**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 second player

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Play Turn

A user, when it is their turn, completes their turn by making a move in the game.

**Overview**

User

**Primary Actors**

1. User is logged in

2. It is the user’s turn in an active game

**Pre-conditions**

1. The user is notified that it is their turn.

2. Include(Make Move).

3. User submits their turn.

**Main Flow**

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.

**Alternate Flow 1**

**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

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Make Move

A user creates a movement for a game piece to be submitted during their turn.

**Overview**

User

**Primary Actors**

1. User makes an invalid move

2. Move is rejected, and user is notified that the move is invalid.

**Post Conditions**

1. User makes a valid move for one of their game pieces.

**Main Flow**

**Pre-conditions**

1. User is in an active game

2. User is logged in to the system

3. User can make a valid move

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View rules of the game.

The registered users can view the rules of the game at any time.

**Overview**

User(Primary)

**Primary Actors**

1.Users must be a registered in the game.

**Pre-conditions**

1. User can view the rule of the game Jungle before starting a match, in-between a match, and after leaving a match.

**Main Flow**

Game rules will be displayed to the user.

**Post Conditions**

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View Board

Registered users can view the game board of any active game they are participating in at any time.

**Overview**

User(Primary)

**Primary Actors**

1. User must be logged into the system.

2. User must be participating in an active game.

**Pre-conditions**

1. User selects active game and views the board.

**Main Flow**

**Post Conditions**

Game board is displayed to the user.

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Send invitation

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.

**Overview**

1. Sender and recipient are registered in the system

2. Sender has created a match for other users to join

Sender [Initiator]

Recipients

**Primary Actors**

**Pre-conditions**

**Secondary Actors**

None

**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

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Respond to Invite

The user can accept or decline an invitation to play a match from another other user.

**Overview**

User(recipient)

**Primary Actors**

User(sender)

**Secondary Actors**

**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.

User(sender) gets a notification of the response from the recipient user.

**Post Conditions**

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View Invite

The user can view invites sent to them.

**Overview**

User(recipient)

**Primary Actors**

User(sender)

**Secondary Actors**

**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).