**Changes made to the Use Cases for P2**

1. Use Case Diagram:
   * We have moved the actors outside of system boundary.
   * Removed inheritance between Registered User and User.
   * Added <include> where necessary
   * Added/removed use cases (specified below)

2. Uses Cases:

General:

* + Rephrased the modals for pre-conditions.
  + Post –conditions are revised as part of the flows of use cases.
  + Removed “System database” as an actor.
  + Acknowledged the systems reaction of the user’s action.
  + Added registered users as the actor in all steps other than register.

Removed/Added Use Cases:

* + Added new View Match and View Home Page use cases
  + Removed Make Move use case and incorporated it into Play Turn
  + Removed Start Match use case and incorporated it into Respond to Invite
  + Removed Find Other User and incorporated it into View Match History

Register Users:

* + Alternate flows are provided in the case user enters incorrect credentials.

Delete User Account:

* + Added a Use case: View Home Page to implement changes to user profile, by going there in case the user isn’t already there.
  + Added pre-condition that user should be on the homepage to delete an account.

Log in:

* + Alternate flow provided in case user enters incorrect credentials.
  + Entered system’s reaction to the user's action
  + Added pre-condition that user should be on the homepage to delete an account

Log out:

* + Added the concept of navigating to homepage for user to perform actions
  + Entered system’s reaction to the user's action.

View Match history

* + Added the pre-condition : User is on homepage
  + Entered system’s reaction to the user's action.

Create Match:

* + Added the precondition that user is on homepage.
  + Added pre-condition that user should be on the homepage to delete an account

Start Match:

* + Use case deleted: We believe we do not need the use case as the match will begin automatically if Invites that are sent, get accepted by other users.

Leave Match:

* + Added system’s reaction to the user actions.

Play turn:

* + Deleted the Make move Use case and added it as a part of this use cases, because we believe after acknowledging the system’s reaction both these use cases do the same thing I.e. move a piece on the board by playing their turn.
  + General changes made.

View Rules:

* + Removed the use case description from main flow.
  + Added system’s reaction.

View board:

* + General changes made.

Send Invite:

* + General changes made.
  + Modified use case to only encapsulate user actions before and during sending the invite. Use case no longer extends to include scenarios after a response to the invite, as that is covered in Respond to Invite

Respond to invite:

* + General Changes made.
  + Specified response scenarios where multiple invites are sent
  + Incorporated previous Start Match use case

View Invite:

* + General language changes made.

View Match:

* + New use case
  + Shows an overview of a matched selected by the user from a list of associated matches.

View Home Page:

* + New use case
  + User can return to the login home page at any time. The home page is the central location for most of the user interactions with the system.