online game platform

register page

database storing user info

notification/messaging system

ability to create and end matches

game doesn't start until multiple people join

ability to leave and join multiple games

game ends immediately when someone leaves

Should store whether a user has left games

storage and lookup of match history

runnning the game

system determines whose turn it is

end the game when someone wins

send notifications for each person's turn

system follows the game's rules

gui shows the present state of the board

Use cases:

can register/unregister account and store/manage user info

can send/recieve invitations and accept/deny

can start match, can start multiple at once

Can end match via leaving or winning/losing

can lookup previous match history of any user

can play the game

can view the current state of the gameboard

Stakeholder of the system : Client

Actor : Users

Something I found useful in the readings : We can proceed in this way .

1. Identify the actors

2. List their goals

3. Add brief descriptions to the goals

4. Create an initial use case for each goal

5. Describe the main success scenario for each use case

6. Identify the exceptions to the main success scenarios and work them out as extensions

7. Validate the use cases

8. Optimize the use cases