1

**Use Case ID**

**Use Case Name**

Register User.

Register new users to the game.

**Overview**

User must have a valid e-mail Id, unique nickname and valid password.

User(initiator)

**Primary Actors**

**Secondary Actors**

System Database

**Pre-conditions**

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.

**Main Flow**

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

User must be able to login with nickname/email-id and correct password.

2.

**Use Case ID**

**Use Case Name**

Delete User Account.

Delete account of existing users.

**Overview**

User must login to the game.

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.

3. Remove the user information from the system Database.

**Alternate Flow 1**

1. If the user wants to register again, then extend to use case 1.

**Alternate Flow 2**

**Post Conditions**

User must not be able to login with nickname/email-id and correct password and asked to register again.

3.

**Use Case ID**

**Use Case Name**

View Match history

A user will be able to view their own match history

**Overview**

1.User must be a registered on the game.

2. Retrieve user information from database.

User(Primary), Secondary

**Primary Actors**

**Pre-conditions**

**Secondary Actors**

System Database.

**Main Flow**

1. User can view their end and start date/time of the matches, number of matches won and lost, number of abandoned match, under user information Menu.

2.Include (Find other users).

3. View the other users end and start date/time of the matches, number of matches won and lost, number of abandoned match, under user information Menu.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

User can view their match history under user information menu and of another user.

4.

**Use Case ID**

**Use Case Name**

Find other users

One user can find the other user.

**Overview**

1.User must be a registered on the game.

User(initiator)

**Primary Actors**

**Pre-conditions**

**Secondary Actors**

System Database.

**Main Flow**

1. Enter the email-id or nickname of the user to be found.

2. Retrieve that user’s information from system database.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

User can view other user’s match history under user information menu.

5.

**Use Case ID**

**Use Case Name**

Start the game

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 game.

2.Primary user has created the match.

3.Secondary user has joined the match.

**Main Flow**

1. After match creation, both users can agree to play the game.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

Users (Primary and Secondary) can play a game the game against each other.

6.

**Use Case ID**

**Use Case Name**

View rules of the game.

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

**Overview**

User(Primary)

**Primary Actors**

**Secondary Actors**

None

**Pre-conditions**

1.Users must be a registered in the game.

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**

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

Game rules will be displayed to the user.

7.

**Use Case ID**

**Use Case Name**

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.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

User is logged in.

8.

**Use Case ID**

**Use Case Name**

Log out

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

**Overview**

User(Primary)

**Primary Actors**

None

**Secondary Actors**

**Pre-conditions**

1.Users must be a registered on the game.

2. User must be already logged in the game.

**Main Flow**

1. The user can logout of the game by clicking on a sign out button.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

User is now logged out of the game.

9.

**Use Case ID**

**Use Case Name**

Respond to invitation.

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

**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.

**Alternate Flow 2**

**Post Conditions**

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

10.

**Use Case ID**

**Use Case Name**

View invitation.

The user can view the invite.

**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 must receive an invitation to play the game from the sender.

**Main Flow**

1. User can open the invitation.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

Invitation is displayed to the user(recipient).

11.

**Use Case ID**

**Use Case Name**

Create match.

The user can create a match to play the game.

**Overview**

User(Primary)

**Primary Actors**

**Secondary Actors**

**Pre-conditions**

1. User must be already logged in the game.

**Main Flow**

1. User can create a match.

**Alternate Flow 1**

**Alternate Flow 2**

**Post Conditions**

A new match is created.