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| Use Case Name | User Log-in |
| Version | V1 |
| Goal | Log into account |
| Summary | Input username and password to gain access to the game |
| Actors | Player |
| Preconditions | Account is registered |
| Triggers | Game launch |
| Basic course of events | * Player launches the game * System provides login prompt * Player Enters username * System Validates * System prompts password * Player enters Password * System Validates * When Validated, System proceeds |
| Alternative paths | * When system validates username; if username not valid re-prompt * When system validates password; if password not valid re-prompt * Game doesn’t launch properly * Player registers instead of logging in |
| Post-conditions | User is logged in |
| Notes | Username and password don’t have restriction |
| Author and Date | 29/5/19 |

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| --- | --- |
| Use Case Name | MovePiece |
| Version | V1 |
| Goal | User input moves piece |
| Summary | The user clicks a piece, then clicks a correct tile, the piece then moves to the given tile |
| Actors | User, System |
| Preconditions | Game Launched, Login |
| Triggers | Player Input |
| Basic course of events | * Player Clicks a piece * Piece, depending on type, displays movement path * Player clicks a tile in the given path * System validates move * System then moves piece onto tile |
| Alternative paths | * Player clicks on a non-valid tile, re-prompt * Player clicks on the same piece again * Player clicks on another owned piece |
| Post-conditions | Piece is moved to different location, update board |
| Notes | Valid moves are determined by system |
| Author and Date | 29/5/19 |

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| --- | --- |
| Use Case Name | Game End |
| Version | V1 |
| Goal | Game ends |
| Summary | The game ends when either all pieces are taken off the board or a specific score is met |
| Actors | Player, System |
| Preconditions | Game launched, login, playgame, piecemove |
| Triggers | * Givepoints * Capture Piece |
| Basic course of events | * Players move pieces * One players pieces are removed * System validates that all pieces are taken * Game ends * Players move pieces * Player reaches designated score * Game ends |
| Alternative paths | * Players keep moving pieces away from each other, postponing the game permanently |
| Post-conditions | Game shuts down |
| Notes | This varies between every game |
| Author and Date | ~~~~~~ 29/5/19 |

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| --- | --- |
| Use Case Name | Register |
| Version | V1 |
| Goal | To create a new usable username and password |
| Summary | The player uses the register prompt in order to create a new account, giving a new username and password to be used |
| Actors | Player, system |
| Preconditions | Game launch |
| Triggers | Login prompt |
| Basic course of events | * Player gets to login prompt * Player clicks register * Player inputs username and password for new account * System takes those values and adds it to the saved accounts * Player logs in |
| Alternative paths | * Player uses invalid characters in username and password * Player returns to the login page |
| Post-conditions | * Login page |
| Notes | Accounts are only saved while program is running. |
| Author and Date | ~~~~~~ 29/5/19 |