

001-00001: Adding Account for game/App

Primary Actor(s):

New user, Returning user, Existing user.

Precondition(s):

What are the “assumptions” about the primary actors, their input, and the state of the system before the use-case begins?

Sunny-Day Scenario:

1. To have the new user connect their account to the game's server.
 - a. Make them do duo authorization.
2. User will connect back once app is restarted or redownloaded:
 - a. Put in information to return to old account.
 - b. Complete duo authorization to have the account on device.

Alternate Paths:

Same as Sunny day but less detail needed. These can be physical scenarios (website up but cannot reach DB), variances on the entry point (cases where assumptions might be wrong), user errors, etc.

1. New User is unable to connect account into game archive, so their account is safe.
2. User forgot password or needs to reset their password, ...
 - a. Use duo authorization to get back into account and reset password.
3. User forgot password or needs to reset their password, or user forgot what email was used and changed phone number so must contact support via email to get password reset due to duo authorization not being possible.

Postcondition

The user submitted information, the email and phone number have been verified and checked and now that information sits in the archive to call on when that user goes to sign in on different device.

Linked Use-Cases

001-0001, Shop 001-0002, Settings 001-0003, Game Archive 001-004

Goal:

Potential Player using application joins or returning from playing at a different time.

#001-0001

