**Brag on Social Media - Fully Dressed Use Case Model #4**

**Revision History**

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| **Version** | **Date** | **Description** | **Author** |
| Elaboration 2 | Dec 11, 2018 | Added this new fully dressed use case | ALL |

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| Use Cases | | | |
| **Use Case #** | **Actor** | **Goal** | **Team Member** |
| 4 | Player | Brag On Social Media | All |

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# Fully Dressed Use Case #4

# Use Case 4 - Brag on Social Media - Fully Dressed

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| --- | --- |
| **Scope** | Asteroids |
| **Level** | User Goal |
| **Primary Actor** | Player |
| **Stakeholders and Interests** | The Owners want a system where user activity flourishes and grows; They want the free advertising and legitimacy that comes with lots of social media sharing.  The Admins want a system that easy for users to promote on social media without problems.  The Players want to brag to their friends about their achievements in-game, so they can look cooler than their friends (ie: Players want to express biological drive to compete and dominate).  The Social Media Networks want us to use them because it also promotes use of the Social Media Network. |
| **Preconditions** | Player has an account in good standing  Player has played 1 or more games  Player has at least 1 friend on social media who also plays the game, that Player hasn’t yet connected in-game with  Player has at least 1 friend in-game who also has an account on Player’s Social Media Network, that Player hasn’t yet connected with on Social Media  Player also has an account with a social media site and has connected it with our system. |
| **Success Guarantee** | Player has posted a recent high score to their social media account and has received a PowerUp as a reward to their Asteroids account. |
| **Main Success Scenario** | 1. Player wants to interact with social media. 2. Player authenticates with the system and is granted access. 3. Player reviews his game history and selects a game to share via social media. 4. Player then shares a summary of the selected game to his social media account. 5. Player receives an in-game reward (PowerUp) for sharing to social media. 6. Player the asks the system for a list of their in-game friends that are on social media. 7. Player then picks one friend, who they are not already connected to on social media, and is taken to their social media profile (player might then connect with that friend on social media, but this is outside the scope of our system). 8. Player feels very satisfied with his life |
| **Extensions** | 1. \* If no account was found during authentication \*   1. System shows error and denies access 2. User tries their credentials again (if typo), or a different account, or creates another account   2. \* If invalid account credentials were found during authentication \*   1. System shows error and denies access 2. User may try credentials again (if typo), or request a password reset    1. System sends email to user with password reset instructions   3. \* If a Player has attempted to authenticate too many times \*   1. For the system’s protection, too many failed authentication attempts by any Player should result in a throttling of that Player’s ability to attempt further authentications, pending a cooldown period.   4. \* If Player’s client cannot communicate with server to authenticate user \*   1. System shows a description of error and denies access 2. System instructs user to wait and try again 3. Admins are notified when this happens too many times (beyond some defined threshold of occurrences over time)   5. \* if the Player tries to post on social Media without having an account the system will tell the PLayer to connect their account to the system.   6. \* If Player fails to post to social media\*   1. There will be no penalty   7. \*If a network or other error is detected while posting to social media\*   1. User will be asked if they want to try again |
| **Special Requirements** | * Reliable server to receive incoming game stats * The player must have a social media account. |
| **Technology and Data Variations List** | Not applicable, because the System handles all threads on its own without need for special technology or data variation  We need external libraries that support the social medias API |
| **Frequency of Occurrence** | Could range from once per several months, to hundreds of times per day, depending on the Player’s personality type and other obligations. |
| **Miscellaneous** | We should always encourage users to interact with social media with incentives. |
| **System Sequence Diagram** | |

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