**Use Case Model**

**Revision History**

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| --- | --- | --- | --- |
| **Version** | **Date** | **Description** | **Author** |
| Inception Draft | Sep 20, 2018 | First Draft. To be refined during elaboration. | Eric Guzman,  Mike Peralta, Alessandro Quezada |
| Elaboration review | Oct 24, 2018 | Changed use case number 12 added system shutdown and system booting for running maintenance like reviewing flagged accounts. Added a use case diagram as well. | Mike, Eric, Alessandro |
| Elab2 First Day | Nov 05, 2018 | Picked Use Case #6 (Social Media) to update and fully dress per client’s instructions. Removed Fully Dressed UCs. | All |

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| --- | --- | --- | --- |
| Use Cases | | | |
| **Use Case #** | **Actor** | **Goal** | **Team Member** |
| 1 | Player | Maintain Player Profile | Eric |
| 2 | Player | Check Game History | Alessandro |
| 3 | Player | Adjust Gameplay Settings | Mike |
| 4 | Player | Watch a Game Replay | Eric |
| 5 | Player | Maintain Friend List | Alessandro |
| 6 | Player | Brag on Social Media | Mike |
| 7 | Player | Check High Scores | Eric |
| 8 | Admin | Infrastructure Maintenance | Alessandro |
| 9 | Player | Check Gameplay Stats | Mike |
| 10\* | Player | Play Game | Eric |
| 11\* | Player | Purchase Powerup | Alessandro |
| 12\* | Admin | Admin Maintenance | Mike |

# Use Case Model

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# Use Case 1 - Maintain Player Profile

**Primary Actor:** Player

**Description:** Player wants to maintain their account. If he doesn’t have an account, he’ll first provide essential account information (email, name, password, etc), to the system, then receive confirmation from the system that his registration is complete and he has an account on the system. Player then modifies their profile accounting to their liking.

# Use Case 2 - Check Game History

**Primary Actor:** Player

**Description:** Player wants to check their game history. Player authenticates with the system. Player then requests their game history and scores from the system. System then delivers the player’s top 10 games and recent game informations.

# Use Case 3 - Adjust Gameplay Settings

**Primary Actor:** Player

**Description:** Player wants to adjust gameplay settings. Player authenticates with the system and is presented with gameplay settings that can be adjusted. The player then changes the desired game related settings (video quality, difficulty, nickname, etc), and saves the settings.

# Use Case 4 - Watch a Game Replay

**Primary Actor:** Player

**Description:** Player wants to watch a replay of a previous game they had played. Player authenticates with the system, and is presented with a list of gameplay recordings they can review. Player then selects the replay they’d like to watch, then receives that replay from the system for viewing.

# Use Case 5 - Maintain Friend List

**Primary Actor:** Player

**Description:** Player wants to maintain their Friend List. Player authenticates with the system, then reviews their Friend List. Player may have some incoming Friend Requests that they can choose to accept or deny (or block). Player may send outgoing Friend Requests to other users. Player may notice previously sent Friend Requests were accepted by the other side. Player may change their online status or hide themselves from view. When player is satisfied with their Friend List maintenance, they are finished.

# Use Case 6 - Brag on Social Media - Fully Dressed

Information on this Fully Dressed Use Case can be found in the artifact titled, “Brag on Social Media - Fully Dressed Use Case #4”.

# Use Case 7 - Check High Scores

**Primary Actor:** Player

**Description:** Player wants to check their high scores around the world, and in their region. Player first authenticates with the system. Player then requests from the system a list of global and local scores. Player is then presented with the world and regional scores they requested, for viewing.

# Use Case 8 - Infrastructure Maintenance

**Primary Actor:** Admin

**Description:** Admin needs to run maintenance operations on the game infrastructure. Admin authenticates with the system, and begins iterating over maintenance operations. Admin might request that all backups are generated and/or verified. Admin might initiate a process that will clean and optimize the database infrastructure. Admin might initiate a process that archives very old data that isn’t considered critical to the business. Admin might also run various checks on the health of the overall system, from hardware checks to higher level checks, such as average number of in-game errors.

# Use Case 9 - Check Gameplay Stats

**Primary Actor:** Player

**Description:** Player wants to check their own gameplay statistics. Player authenticates into the system. Player then requests from the system a summary of their gameplay statistics. System presents player with a summary of their gameplay statistics. Player views and ponders the statistics, and feels really bad about himself.

# Use Case 10 - Play Game - Fully Dressed

Information on this Fully Dressed Use Case can be found in the artifact titled, “Play Game - Fully Dressed Use Case #1”.

# Use Case 11 - Purchase PowerUp - Fully Dressed

Information on this Fully Dressed Use Case can be found in the artifact titled, “Purchase PowerUp - Fully Dressed Use Case #2”.

# Use Case 12 - Admin Maintenance - Fully Dressed

Information on this Fully Dressed Use Case can be found in the artifact titled, “Admin Maintenance - Fully Dressed Use Case #3”.