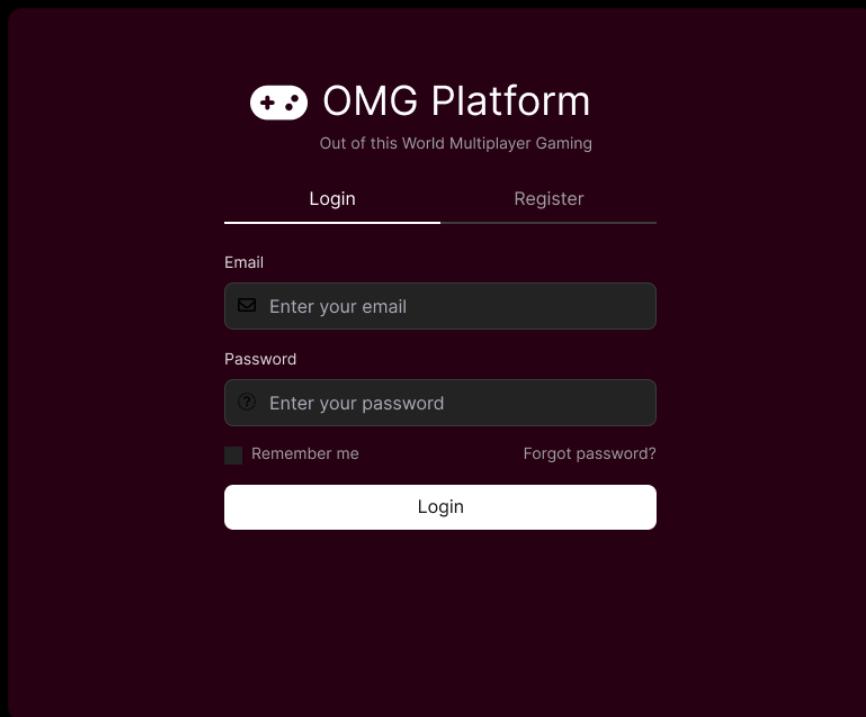


## 1. Login Screen (Existing User)

Login Screen - Login Existing User



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### ● GUI Responsibilities:

- Input fields: Email & Password
- “Remember Me” checkbox
- Display error messages (e.g., “Invalid credentials”)
- Option for “Remember Me” or “Forgot Password”

- **Auth Team Responsibilities:**
    - Validate login credentials
    - Return session token and user details
    - Handle persistent sessions if “Remember Me” is checked
  - **Expected Flow:**
    - GUI submits login form → Auth returns success/failure
    - On success, GUI transitions user to the dashboard
- 

## 2. Register Screen (New User)

in Screen - Register

Logo: + : OMG Platform  
Tagline: Out of this World Multiplayer Gaming

Login      Register

Username  
Choose a username

Email  
Enter your email

Password  
Create a password

Confirm Password  
Confirm your password

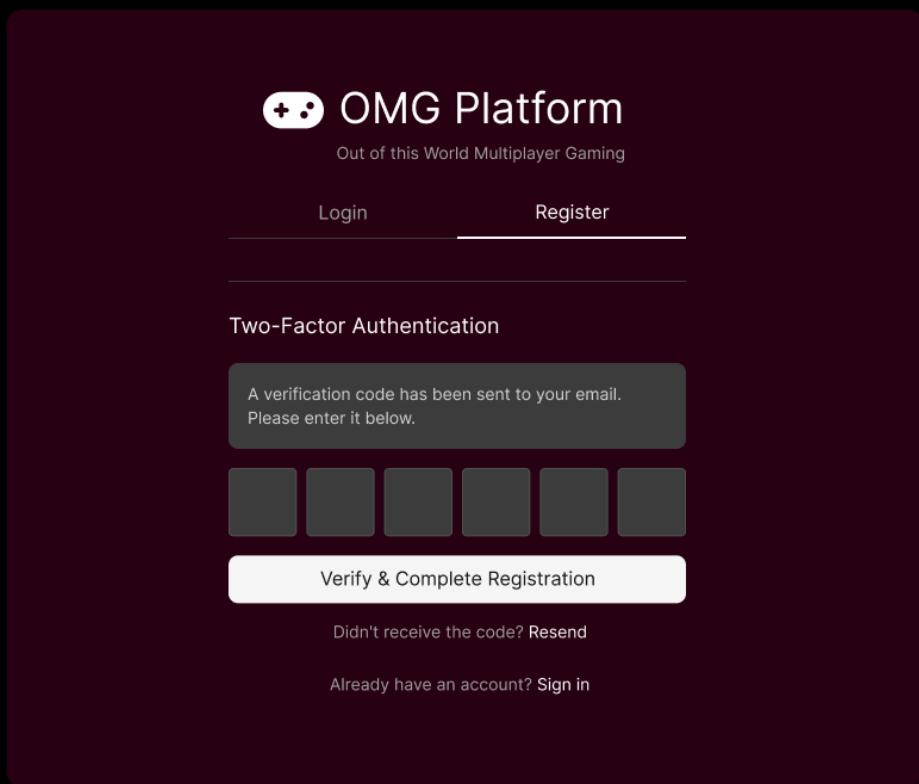
I agree to the Terms and Conditions

Continue

- **GUI Responsibilities:**

- Input fields: Username, Email, Password, Confirm Password
- Terms & Conditions checkbox
- After clicking “Continue” - new screen appears for 2FA verification

in Screen - Register - 2FA



- **Auth Team Responsibilities:**

- Validate and create new user
- Ensure unique usernames/emails
- Initiate 2FA verification (email)

- **Expected Flow:**

- GUI submits form → Auth sends verification code and transitions to 2FA screen
- 

### **3. Two-Factor Authentication (2FA) Screen**

- **GUI Responsibilities:**

- Accept input of 6-digit code
- Provide “Resend Code” and error feedback

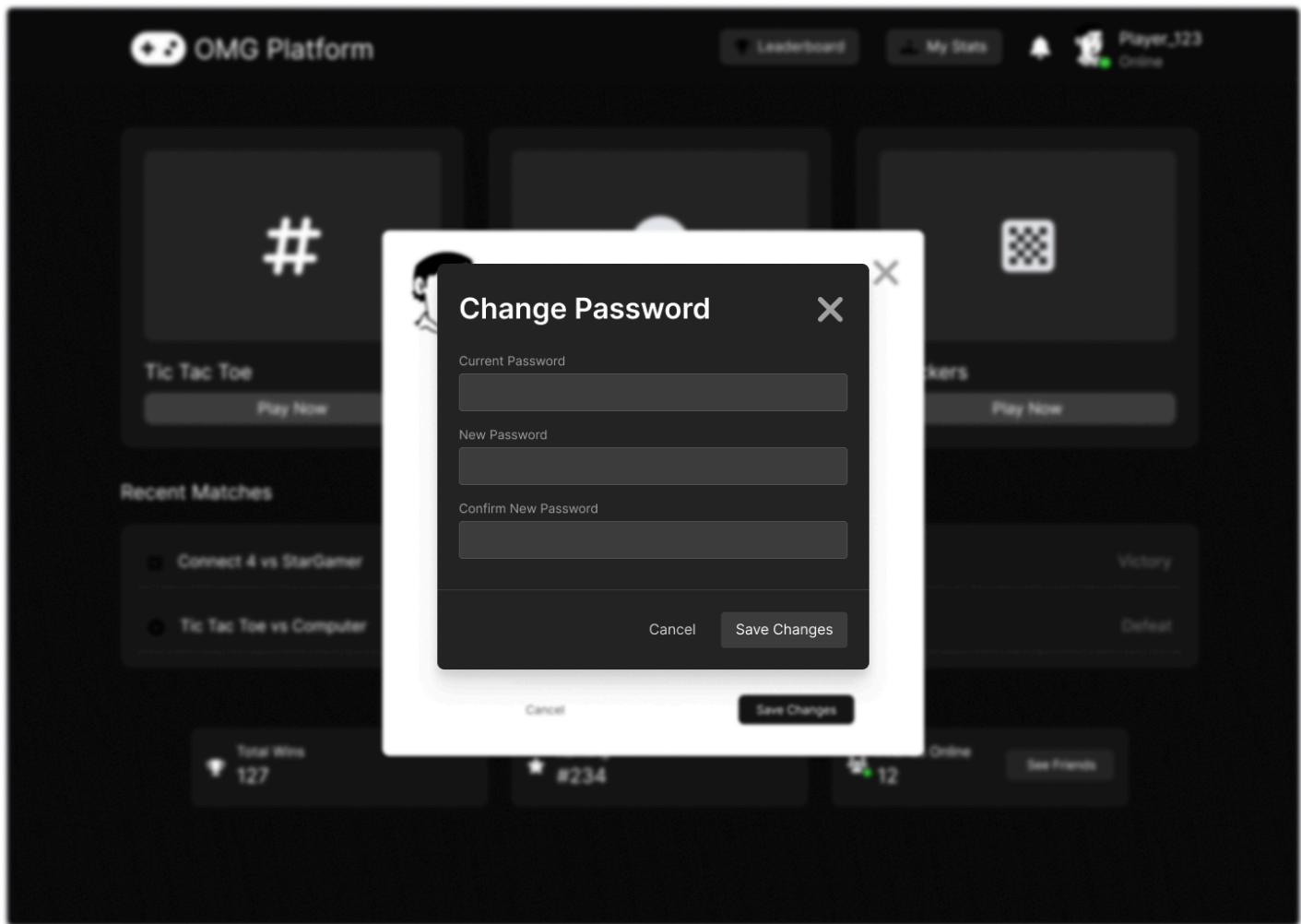
- **Auth Team Responsibilities:**

- Generate and send code to email
- Validate code and complete account creation

- **Expected Flow:**

- GUI submits code → Auth confirms → GUI routes to dashboard
-

#### 4. Change Password Modal



- **GUI Responsibilities:**

- Form fields: Current Password, New Password, Confirm Password
- Modal interface with Cancel/Save Changes

- **Auth Team Responsibilities:**

- Validate current password
- Enforce password rules and update user record

- **Expected Flow:**

- GUI submits change request → Auth returns success/failure

Questions to ask Authorization Team:

**1. Authentication & Sessions**

- Are sessions managed via tokens or another method?
  - “Sessions” = the time period the user is considered “logged in”
  - “Token” = a digital key that proves a user is logged in
    - This token is stored temporarily by the GUI (in memory, local storage, etc.)
    - “Token based authentication”
  - When someone logs out, their “session” expires
- What happens when a session expires? Should the GUI log the user out?
- How does “Remember Me” impact session length?

**2. Password Rules**

- What are the password requirements (length, symbols, etc.)?
- What are the possible errors returned when changing passwords?

**3. 2FA Verification**

- How long is a verification code valid?
- How many times can a user request the code to be resent?
- What happens if the user refreshes the page during the process?

**4. Discussions RE: workload**

- Will you have enough work to do, once completing auth features?
- Networking may need additional help...

Meeting Minutes:

**Thomas provided Screenshot of what auth team is working on right now**

RE: forgot Username Feature:

- Has been decided that GUI will update the wireframe for login screen to include Username/Email - User can either enter username or email to login

RE: Changes to Profile:

- Decided not to have the ability to change Username
- RE: Profile Name:
  - Could be an additional feature (extra time) - nice to have

RE: User Account Ban/Suspension

What would be a ban or suspension regarding user accounts? - Boya

- Toxicity: toxic in chat
  - We have an admin account - manual review
  - Report user feature - in game
    - Match history feature - be able to Retroactively report
    - Networking have chat filter -
      - Blacklists that you can't say in chat
      - Have the report feature - the ability for admin to manually review
    - If a user says bad word in chat - admin are notified
    - Discussions around Warning notifications, before complete "ban"
  - **Issue around not saving chat history - a discussion that may be required to have with Networking team**
  - **This has been discussed as being a “nice to have feature”**

RE: Auth update:

- Basics have been implemented
  - User classes have be completed such as Login, Log Out

RE: Remember me Function:

- Token will be generated, which will contain user name
- If remember me was selected and login successful - token will be generated,
- User won't have to enter password
- Once the user manually signs out - token is gone
- Token valid for 30 days - user will then have to login again
- Using cookies to “Remember Me” login
- When a user exists the program window, If there is a token and it is valid, then once the user opens the program window again, the program would go to the homepage (i.e., when someone exits out of window, directs to homescreen)

**RE: Password**

- **GUI team to implement eye button beside password** (to allow user to see the password)
- Nice to have feature: “requirements” for password, such as characters, number, etc.
- **One password requirement to be implemented: length \*\*\***
- RE: errors when changing password:
  - In Profile Settings: Make sure that a new password isn't the same as previous password
- RE: How are passwords being saved:
  - Database stub - will be using networking database later
  - Database encrypted? can you see username and password?
    - Can only see username
    - Passwords are encrypted -
    - Usernames as plain text

**RE: Unsuccessful login attempts:**

- How will you flag one account to indicate that account is locked vs not locked?
  - Status in the user class, separate classes
  - Flag it somewherein the code or somewhere in the database? - should be stored in a database?
- RE: Updating email:
- In Profile Settings:
  - Verification for changing email
    - “Change email” button feature
      - **GUI to implement change email button feature, as well as separate screen for changing email (and to verify it as well)**
      - Once email has been verified in a separate screen, the email is automatically displayed and saved in profile settings.

**RE: 2FA Verification:**

- For every login
- Has nothing to do with token? Create token after 2FA
- Is it time sensitive? Not time sensitive
- Resend if not received email confirmed

**Change/Update password vs Forgot password:**

- Forgot password:will have verification system in place
- Update password: no verification system
- **Two separate methods? To be determined**

**RE: new email address creation:**

- Auth Created own email
- **Contact Us/ About Us - GUI to implement this**
  - About our platform, give our address

- Clicks email address - go to default in whatever device you have (?)
- Not hosting a data server

RE: Session Expiry/

- Global event listener
- 25 minutes of inactivity = mouse movements, no inputs at all
- Are you still here? Notification If they are not active - **GUI to implement**
- Give user a 5 minute grace period
- Session expired - you will have to login again.

RE: Miscellaneous:

- Notification Document - outlines all notifications - to be created by GUI for auth team to review
- Maven or Cradle? Doesn't work for our program
  - Adding in manually jar file

GUI code is currently in GUI branch

- We need to merge to main branch
- Maneet is creating a file structure for everyone RE: testing

RE: Soft Deadline:

- Auth team will be ready for tomorrow
- Early next week would work

Discussion around helping Network team once Auth team has completed their features/tasks.