

Template for Use Case Descriptions:

Use Case	Settings
Iteration	1
Primary Actor	Player
Goal in Context	Player goes to their account settings on the platform
Preconditions	Player is on the multiplayer board game platform and has logged into their account
Trigger	Player clicks settings button on the platform
Scenario	<ol style="list-style-type: none">1. Player logs into their account on the game platform2. Home screen is displayed with different options3. Player selects settings button4. Screen shows the different options available in the settings section5. Player selects which section they would like to go to
Postconditions	Player is taken to the section they chose
Exceptions	<ol style="list-style-type: none">1. GUI malfunctions
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	None

Use Case	Change Username
Iteration	1
Primary Actor	Player
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	

Use Case	Change Password
Iteration	1
Primary Actor	Player
Goal in Context	Player can change their account's password

Preconditions	Player is on the multiplayer board game platform and has logged into their account. Player knows their previous password
Trigger	Player clicks change password button in the settings
Scenario	<ol style="list-style-type: none"> 1. Player selects change password button available in the settings 2. Screen shows page where input is required for three questions <ol style="list-style-type: none"> a. Q1: Old Password b. Q2: New Password c. Q3: Confirm New Password 3. Player fills in all three slots and clicks submit button at the end
Postconditions	Player's password is changed
Exceptions	<ol style="list-style-type: none"> 1. Player forgets old password and therefore cannot change it
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	<ol style="list-style-type: none"> 1. Is the password going to have restrictions (number of characters, numbers, special characters, etc.)?

Use Case	Change Email
Iteration	1
Primary Actor	Player
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	

Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	

Use Case	Logout
Iteration	
Primary Actor	Player
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	