Supporting Evidence from Project File:

>

Authentication & Profile Team: Implements user login, registration, and profile management, including tracking game history and rankings.

>

[Multiplayer Interface](#)

- Users should be able to log in, create profiles, and manage their accounts.
- Each profile should display games played, player stats, and win/loss records.
- Players should have visibility into other users' profiles to view their ranks, current status, and recent matches.

>

Provide stub functions to simulate how your system will connect to external services such as:

- User authentication database
- Game data storage (match history, leaderboard)

Group Requirements for Submission(P1):

- For everyone in the group to do a minimum of one use case description(following the template Steve posted) using these bullet points above from the project document. **PLEASE REMEMBER TO ADD USE CASE DESCRIPTION ISSUES TO THE ISSUE BOARD SO THAT WE DON'T HAVE DUPLICATE USE CASE DESCRIPTIONS.**

- For everyone in the group to participate in the creation and finalization of a use case diagram which connects all the use case descriptions together(related to authentication and matchmaking).

- For everyone in the group to participate in the creation and finalization of the class/structure diagram file which uses hypothetical classes and class relationships we may need.(Having objects/classes that extend from other classes and so on).

- For the group/team leaders to create the planning documents called Responsibilities Document & The Timeline Document. These documents serve to clearly explain what is reasonably expected of the group & when it is expected in relation to the project requirements.

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