Use Case Descriptions

Use Case: Choose Game

Iteration: 1

Primary Actor: Player

Goal in Context: The player wants to select which games to play (Tic Tac Toe, Connect Four, or Checkers)

Preconditions
- The player is logged in.
- The main menu is displayed with available game options.

Trigger: The player navigates to the main game selection screen.

Scenario:
1. The system shows a list of available games (Tic Tac Toe, Connect Four, Checkers).
2. The player selects one of the games.
3. The system transitions to that game's interface.

Postconditions: The chosen game is now active and the player an proceed to join a queue.

Exceptions:
- Game list fails to load due to system error.
- Chosen game is temporarily unavailable.

Priority: Medium

When Available: Always

Frequency of Use: High (everytime a player wants to switch or start a new game)

Channel to Actor: GUI

Secondary Actors: Database

Channel to Secondary Actors: N/A

Open Issues
- How do we handle showing the GUI when a game is under maintenance?