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	1. Player logs into their account on the game platform 2. Home screen is displayed with different options 3. Player selects settings button 4. Screen shows the different options available in the settings section 5. Player selects which section they would like to go to
Postconditions	Player is taken to the section they chose
Exceptions	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	Player can change username associated with their account
Preconditions	Player is on the multiplayer board game platform and has logged into their account. Player knows their previous username
Trigger	Player clicks change username button in the settings

Scenario	1. Player selects change username button available in the settings
	2. Screen shows page where input is required for two questions
	    a. Q1: Old Username
	    b. Q2: New Username
	3. Player fills in all two slots and clicks submit button at the end

Postconditions	Player's username is changed
Exceptions	1. Username already being used by someone else
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	1. Are there going to be restrictions on the username (inaaproapriate words, number of characters, etc.)?

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	1. Player selects change password button available in the settings
	2. Screen shows page where input is required for three questions
	    a. Q1: Old Password
	    b. Q2: New Password
	    c. Confirm New Password
	3. Player fills in all three slots and clicks submit button at the end

Postconditions	Player's password is changed
Exceptions	1. Player forgets old password and therefore cannot change it 2. Password is already being used by someone else
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	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	Player can change email associated with their account
Preconditions	Player is on the multiplayer board game platform and has logged into their account. Player has access to the previous and new email.
Trigger	Player clicks change email button in the settings

Scenario	1. Player selects change email button available in the settings
	2. Screen shows page where input is required for three questions
	    a. Q1: Old Email
	    b. Q2: New Email
	    c. Q3: Confirm New Email
	3. A verification code is sent to the previous email to confirm this change
	4. Player inputs verification code into verification slot that shows up on the screen
	5. If the code matches, player can click submit button at the end

Postconditions	Player's email associated with their account is changed
Exceptions	1. Player doesn't have access to previous email and cannot confirm verification code 2. New email is already being used for a different account
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	1. Does the verification code expire after a certain period of time?

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	