

Use Case Descriptions - Authentication Team

Use Case	Creating a New Account
Iteration	1
Primary Actor	Player
Goal in Context	The player wants to create a new account with an email, username and password which would allow them to play available games.
Preconditions	<ul style="list-style-type: none">- The system is online and operational.- The login interface is accessible.- The player has a valid email address.
Trigger	The player clicks the "Create A New Account" button on the login interface.
Scenario	<ol style="list-style-type: none">1. The player navigates to the login interface of the multiplayer game platform.2. The player selects "Create A New Account".3. The player enters a valid email address, chooses a unique username and a strong password.4. The system validates the format of the email address.5. The system validates if the username is available.6. The system validates if the password meets security requirements, if there are any in place.7. If any of the input is invalid, the player is prompted to re-enter a valid one.8. After entering all valid inputs, the system sends a verification code to the email address provided.9. The system prompts the player to check their email address and is taken to the next interface to enter the verification code.
Postconditions	<ul style="list-style-type: none">- A verification code is sent to the email address provided.- The player is taken to a new interface where they can enter the verification code.
Exceptions	<ul style="list-style-type: none">- The system displays an error message if the player enters a wrong email format, or a username that has already been taken by an existing user, or a weak password, and is prompted to re-enter the details.- The email address does not exist.
Priority	Highest

When Available	Mar. 7, 2025
Channel to Actor	GUI - Login Interface
Secondary Actors	Email service provider
Channel to Secondary Actors	Email API
Open Issues	<ul style="list-style-type: none"> - Should there be any password requirements? - If the user enters an existing username, should the system suggest a similar yet unique username?

Use Case	Enter Verification Code to Register the Account
Iteration	1
Primary Actor	Player
Goal in Context	The player wants to enter the verification code sent to their email to verify it to the system and activate their account.
Preconditions	<ul style="list-style-type: none"> - The player is in process of registering a new account - A verification code has been sent to the email address provided
Trigger	The player has clicked "Register" after entering valid email, username and password in the process of creating a new account.
Scenario	<ol style="list-style-type: none"> 1. The system has sent a verification code to the email address provided. 2. The player is taken to the verification interface. 3. The player checks their email and enters the verification code in the verification page. 4. The system checks if the code is valid and unexpired. 5. If valid, the system successfully registers the player's account with the email address, and username and password chosen before, in the database. 6. The player is redirected to the login page.
Postconditions	<ul style="list-style-type: none"> - The account has been activated and registered in the database. - The user can login with the email/username and password.
Exceptions	<ul style="list-style-type: none"> - The system prompts an error message if the verification code is incorrect.

	<ul style="list-style-type: none"> - The code entered is expired.
Priority	Highest
When Available	Mar. 7, 2025
Channel to Actor	GUI - Verification interface extending the registration and login interface
Secondary Actors	Database
Channel to Secondary Actors	Database API
Open Issues	<ul style="list-style-type: none"> - Should the player be allowed to re-enter the verification code if they enter an incorrect one? - Should players be allowed to request a new code or do they have to go through registration again? - What is the expiration time limit for the code?

Use Case	Login
Iteration	First
Primary Actor	Player
Goal in Context	The player wants to access their account by entering valid email or username and password.
Preconditions	<ul style="list-style-type: none"> - The system is online and operational. - The login interface is accessible. - The player must have a registered account.
Trigger	The player attempts to log in by entering their username/email and password in the provided fields.
Scenario	<ol style="list-style-type: none"> 1. The player navigates to the login screen. 2. The player enters their username or email and password. 3. The player clicks the "Login" button. 4. The system verifies the username/email and password. 5. If the credentials are valid, the system grants access to the player's account and redirects them to their profile homepage, where they can play games, view their stats, and see other users' stats. 6. If the credentials are invalid, the system displays an error

	message on the login page.
Postconditions	The player is authenticated and granted access to their account.
Exceptions	<ul style="list-style-type: none"> - The system displays an error message and prompts the player to re-enter login details. - If the player enters incorrect credentials multiple times, the account may be temporarily locked. - If the player cannot remember their password, they can request a password reset.
Priority	High
When Available	February 7, 2025
Channel to Actor	GUI - Login Interface
Secondary Actors	User Credentials Database
Channel to Secondary Actors	User Credentials Database API
Open Issues	<ul style="list-style-type: none"> - Should multi-factor authentication be required? - How many failed attempts before account lockout?

Use Case	Forgot Password or Username
Iteration	1
Primary Actor	Player
Goal in Context	Player restores their forgotten password or username
Preconditions	Player already has an existing account
Trigger	Player selects Forgot Password or Username button on the login screen
Scenario	1- Player clicks on the Forgot Password or Username button 2- System asks for the email used to create the account 3- Player enters the email 4- System sends a verification code 5- After entering the code the system allows the password reset or show the username

Postconditions	Player can log in again
Exceptions	1- Entering wrong email
Priority	High
When Available	March 7
Channel to Actor	Gui interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	1- How long should the verification code stay valid? 2- Should there be a limit of attempts when the verification code is wrong?

Use Case	Play Games
Iteration	1
Primary Actor	Player
Goal in Context	Player selects and plays a game
Preconditions	Player is logged into their account
Trigger	Player selects the Play Games button
Scenario	1- Player clicks on Play Games button 2- System displays the available games 3- Player chooses a game 4- Player starts playing
Postconditions	Player played the selected game
Exceptions	1- Game fails to load
Priority	High
When Available	March 7

Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	1- Could the player play multiple games at once? 2- How would the system handle networking issues during the game?

Use Case	Play Connect4
Iteration	1
Primary Actor	Player
Goal in Context	Player selects and plays Connect4
Preconditions	Player is logged in and selected Play games, Connect4 buttons
Trigger	Player chooses Connect4 from the games option
Scenario	1- Player selects Connect4 2- System loads Connect4 3- Player starts playing Connect4
Postconditions	Player is playing Connect4
Exceptions	1- Connect4 fails to load 2- Game crashes
Priority	High
When Available	March 7
Channel to Actor	Gui Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	1- How would the player track his score?

Use Case	Play TicTacToe
Iteration	1
Primary Actor	Player
Goal in Context	Player selects and plays TicTacToe
Preconditions	Player is logged in and selected Play games, TicTacToe buttons
Trigger	Player chooses TicTacToe from the games option
Scenario	1- Player selects TickTacToe 2- System loads TicT 3- Player starts playing TicTcToe
Postconditions	Player is playing TicTcToe
Exceptions	1- TicTcToe fails to load 2- Game crashes
Priority	High
When Available	March 7
Channel to Actor	Gui Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	1- How would the player track his score? 2- How would the system handle multiplayer cases?

Use Case	Play Checkers
Iteration	1
Primary Actor	Player
Goal in Context	Player selects and plays Checkers

Preconditions	Player is logged in and selected Play games, Checkers buttons
Trigger	Player chooses Checkers from the games option
Scenario	1- Player selects Checkers 2- System loads Checkers 3- Player starts playing Checkers
Postconditions	Player is playing the game Checkers
Exceptions	1- The game Checkers fails to load 2- Game crashes
Priority	High
When Available	March 7
Channel to Actor	Gui Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	1- How would the player track his score? 2- Can players invite friends to play?

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 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	<ol style="list-style-type: none"> 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	<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. 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 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	<ol style="list-style-type: none"> 1. Player selects change email 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 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	<ol style="list-style-type: none"> 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	1
Primary Actor	Player
Goal in Context	Player can logout of their account on the platform
Preconditions	Player is on the multiplayer board game platform and has logged into their account
Trigger	Player clicks logout button in settings
Scenario	<ol style="list-style-type: none"> 1. Player clicks logout button at the bottom of the settings page 2. Platform logs out the player's account 3. Screen is redirected to login page
Postconditions	Player is logged out of their account
Exceptions	None
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	None

Use Case	Delete Your Account
Iteration	1
Primary Actor	Player
Goal in Context	The player wants to permanently delete their multiplayer game platform account, deleting all the data, personal information and progress associated with that account.
Preconditions	<ul style="list-style-type: none"> - The player must have a registered account. - The player must be logged into their account. - The player must remember the password of their account.
Trigger	The player selects “Delete Your Account” in the settings page.
Scenario	<ol style="list-style-type: none"> 1. The player goes to the settings page. 2. The player selects “Delete Your Account”. 3. The system prompts the player to enter the password of their account for verification purposes. 4. If the password is entered correctly, the system prompts the player with confirmation warning of the loss of associated data and progress. 5. Player confirms the warning. 6. The system permanently deletes the account from the database and any data associated with the account. 7. The player is redirected to the login page.
Postconditions	<ul style="list-style-type: none"> - The account is permanently deleted and the player cannot log in using the deleted account. - The player is taken back to the login page.
Exceptions	<ul style="list-style-type: none"> - The player enters an incorrect password for verification. - The player does not proceed with the account deletion after receiving the confirmation warning.
Priority	Medium
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface for Settings
Secondary Actors	Database
Channel to	Database API

Secondary Actors	
Open Issues	<ul style="list-style-type: none"> - Should there be a limit on the number of password attempts during verification?

Use Case	View Your Stats
Iteration	First
Primary Actor	Player
Goal in Context	Allow the player to view their win/loss records, a history of games played, and their stats.
Preconditions	<ul style="list-style-type: none"> - The player must have an active account. - The player must be logged into the account. - The system must have stored stats related to the player's performance in games.
Trigger	The player selects the "View Your Stats" option on the player's profile homepage.
Scenario	<ol style="list-style-type: none"> 1. The player navigates to their profile's homepage. 2. The player selects the "View Your Stats" option. 3. The system retrieves the player's statistics from the database. 4. The system displays the statistics, including the history of games played, win/loss record, and player rankings. 5. Once the player is done reviewing their stats, they can use the "Back" button to return to their profile's homepage.
Postconditions	The player successfully views their stats.
Exceptions	If the player has not played any games, there will be no game history or recorded stats for their profile. In this situation, the system can display a message saying, 'You haven't played any games yet, so there is no game history or recorded stats for your profile.'
Priority	High as this use case is essential for player engagement and tracking progress.
When Available	February 7, 2025
Channel to Actor	GUI - "View Your Stats" interface extending the player's profile

	homepage.
Secondary Actors	Database
Channel to Secondary Actors	Database API
Open Issues	Should players be able to filter or sort their stats by time period or by the type of game they played?

Use Case	View Other Players' Records
Iteration	1
Primary Actor	Registered Player
Goal in Context	The player wants to view another player's statistics by entering their username.
Preconditions	<ul style="list-style-type: none"> - The player is already logged into their account. - The system is online and responsive.
Trigger	The player clicks "Check Other Players' Stats" and enters a valid username of the target player in the "Search Player" section.
Scenario	<ol style="list-style-type: none"> 1. The player navigates to the "View Other Players' Records" interface. 2. The player enters a valid username of the target player in the search icon. 3. The system searches the database for the username and validates the input. 4. If the username exists, the system displays the stats including their recent matches, rankings and win/loss records.
Postconditions	The target player's stats, including the recent matches they played, rankings and win/loss records, are successfully displayed on the screen.
Exceptions	<ul style="list-style-type: none"> - The system displays an error message of "User does not exist" if an invalid username is entered. - The system is unable to retrieve the target player's statistics.
Priority	Medium

When Available	Mar. 7, 2025
Channel to Actor	GUI - View Other Players' Stats
Secondary Actors	Database
Channel to Secondary Actors	Database API
Open Issues	<ul style="list-style-type: none"> - Should the players be able to view any player's stats? - Does a player have an option to make their stats private? - Does the system notify the target player that their stats have been viewed by another player?