

<b>Use Case</b>	Forgot Password or Username
<b>Iteration</b>	1
<b>Primary Actor</b>	Player
<b>Goal in Context</b>	Player restores their forgotten password or username
<b>Preconditions</b>	Player already has an existing account
<b>Trigger</b>	Player selects Forgot Password or Username button on the login screen
<b>Scenario</b>	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
<b>Postconditions</b>	Player can log in again
<b>Exceptions</b>	1- Entering wrong email
<b>Priority</b>	High
<b>When Available</b>	March 7
<b>Channel to Actor</b>	Gui interface
<b>Secondary Actors</b>	N/A
<b>Channel to Secondary Actors</b>	N/A
<b>Open Issues</b>	1- How long should the verification code stay valid? 2- Should there be a limit of attempts when the verification code is wrong?

<b>Use Case</b>	Play Games
<b>Iteration</b>	1
<b>Primary Actor</b>	Player
<b>Goal in Context</b>	Player selects and plays a game

<b>Preconditions</b>	Player is logged into their account
<b>Trigger</b>	Player selects the Play Games button
<b>Scenario</b>	1- Player clicks on Play Games button 2- System displays the available games 3- Player chooses a game 4- Player starts playing
<b>Postconditions</b>	Player played the selected game
<b>Exceptions</b>	1- Game fails to load
<b>Priority</b>	High
<b>When Available</b>	March 7
<b>Channel to Actor</b>	GUI Interface
<b>Secondary Actors</b>	N/A
<b>Channel to Secondary Actors</b>	N/A
<b>Open Issues</b>	1- Could the player play multiple games at once? 2- How would the system handle networking issues during the game?

<b>Use Case</b>	Connect4
<b>Iteration</b>	1
<b>Primary Actor</b>	Player
<b>Goal in Context</b>	Player selects and plays Connect4
<b>Preconditions</b>	Player is logged in and selected Play games, Connect4 buttons
<b>Trigger</b>	Player chooses Connect4 from the games option
<b>Scenario</b>	1- Player selects Connect4 2- System loads Connect4 3- Player starts playing Connect4
<b>Postconditions</b>	Player is playing Connect4
<b>Exceptions</b>	1- Connect4 fails to load 2- Game crashes

<b>Priority</b>	High
<b>When Available</b>	March 7
<b>Channel to Actor</b>	Gui Interface
<b>Secondary Actors</b>	N/A
<b>Channel to Secondary Actors</b>	N/A
<b>Open Issues</b>	1- How would the player track his score?

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

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