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	- 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	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	- 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	User Credentials Database API

Secondary Actors	
Open Issues	- Should multi-factor authentication be required? - How many failed attempts before account lockout?

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	- 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	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?