

<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>	Everytime the player clicks the Forgot Password or Username button
<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>	Everytime the player selects Play Games option
<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>	Game 1
<b>Iteration</b>	1
<b>Primary Actor</b>	Player
<b>Goal in Context</b>	Player selects and plays Game 1
<b>Preconditions</b>	Player is logged in and selected Play games, Game 1 buttons
<b>Trigger</b>	Player chooses Game 1 from the games option
<b>Scenario</b>	1- Player selects Game 1 2- System loads Game 1 3- Player starts playing Game 1
<b>Postconditions</b>	Player is playing Game 1
<b>Exceptions</b>	1- Game 1 fails to load 2- Game crashes

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