Template for Use Case Descriptions:

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	Everytime the player clicks the Forgot Password or Username button
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	
Primary Actor	
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	
When Available	
Channel to Actor	
Secondary Actors	
Channel to Secondary Actors	
Open Issues	