

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	Initial System Launch
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

	<p>incorrect.</p> <ul style="list-style-type: none"> - The code entered is expired.
Priority	Highest
When Available	Always after registration
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	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	Always after a player tries to view another player’s records.
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?

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

	<p>player with confirmation warning of the loss of associated data and progress.</p> <ol style="list-style-type: none"> 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	Always accessible once the player has registered their account.
Channel to Actor	GUI Interface for Settings
Secondary Actors	Database
Channel to Secondary Actors	Database API
Open Issues	<ul style="list-style-type: none"> - Should there be a limit on the number of password attempts during verification?