

Template for Use Case Descriptions:

Use Case	Settings
Iteration	1
Primary Actor	Player
Goal in Context	Player goes to their account settings on the platform
Preconditions	Player is on the multiplayer board game platform and has logged into their account
Trigger	Player clicks settings button on the platform
Scenario	<ol style="list-style-type: none">1. Player logs into their account on the game platform2. Home screen is displayed with different options3. Player selects settings button4. Screen shows the different options available in the settings section5. Player selects which section they would like to go to
Postconditions	Player is taken to the section they chose
Exceptions	<ol style="list-style-type: none">1. GUI malfunctions
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	None

Use Case	Change Username
Iteration	1
Primary Actor	Player
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	

Use Case	Change Email
Iteration	1
Primary Actor	Player

Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025
Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	

Use Case	Logout
Iteration	
Primary Actor	Player
Goal in Context	
Preconditions	
Trigger	
Scenario	
Postconditions	
Exceptions	
Priority	High - must be implemented
When Available	Mar. 7, 2025

Channel to Actor	GUI Interface
Secondary Actors	N/A
Channel to Secondary Actors	N/A
Open Issues	