

****Use Case 1: User Registration and Login****

****Actor:**** Player

****Pre-conditions:****

- User has internet connection
- User has valid email address

****Main Flow:****

1. User selects "Register" option
2. User enters username and password
3. System validates the input
4. System creates new user account
5. User logs in with credentials
6. System authenticates user
7. System redirects to game lobby

****Alternative Flow:****

- If username already exists:
 - System shows error message
 - User chooses different username

****Use Case 2: Create/Join Game Room****

****Actor:**** Player

****Pre-conditions:****

- User is logged in
- User is in game lobby

****Main Flow:****

1. Player either:
 - Creates new room and gets room code
 - Enters existing room code to join
2. System validates room code
3. Players are matched
4. System starts game when both players ready

****Alternative Flow:****

- If room is full/invalid:
 - System shows error message
 - Player returns to lobby

****Use Case 3: Game Play****

****Actor:**** Player

****Pre-conditions:****

- Two players in room
- Game has started

****Main Flow:****

1. System displays category and starting letter
2. 60-second timer starts
3. Players submit words
4. System validates each word:
 - Checks starting letter
 - Verifies in database
 - Ensures no duplicates
5. System updates scores in real-time

****Alternative Flow:****

- If invalid word submitted:
 - System shows error
 - No points awarded

****Use Case 4: Game Completion****

****Actor:**** Player

****Pre-conditions:****

- Game timer has ended

****Main Flow:****

1. System stops accepting answers
2. System calculates final scores
3. System announces winner
4. System updates player statistics
5. Players can choose to:
 - Play again
 - Return to lobby

****Post-conditions:****

- Game results are saved
- Player statistics updated
- Players return to lobby

****Use Case 5: View Statistics****

****Actor:**** Player

****Pre-conditions:****

- User is logged in

****Main Flow:****

1. Player selects "Statistics" option
2. System displays:
 - Total games played
 - Win/loss ratio
 - Average score
 - Best categories
3. Player can view historical game data

****Alternative Flow:****

- If no games played:
 - System shows "No data available"