**Name:** Register an account

**Goal:** The user has created an account with which he can be identified inside the game.

**Actor:** User

**MSS:**

1. User clicks on the registration button.
2. System redirects the user to the registration form.
3. User types in username.
4. User types in a password.
5. User retypes the password in a second field.
6. User types in his email.
7. User clicks to confirm his account information.
8. System adds the user data to the database.
9. System informs the user of his success and sends him back to the login screen. (Go to Use-case Login)

**Extensions:**

7.1: Username already exists in the database -> System informs the user that his selected username is taken and should be changed.

7.2: Username contains illegal character -> System informs user and redirects him back to the registration form.

7.3: Specified password contains illegal characters. ->System informs the user of password violation and redirects the user back to the registration form.

7.4: The two provided passwords do not match. -> System informs the user that the retyped password does not match the first one and redirects the user back to the registration form.

7.5: Provided email is not a valid one. -> System informs the user and asks him to provide a real email address.

8.1: System was unable to update the database -> System informs that there was a problem with connecting to the database and redirects user back to the registration form.

**Name:** Login with an existing account

**Goal:** User has logged in with a valid account and is able to play the game.

**Actor:** User

**MSS:**

1. User opens the application.
2. System redirects the user to the login page.
3. User types in username.
4. User types in password.
5. User clicks confirm.
6. System informs that user has been successfully logged in.
7. System extracts all needed information about the user.
8. System redirects the user to the main game lobby.
9. User is added to the online player list.

**Extensions:**

2.1: User does not have an account yet. -> User could choose to create one (Go to use-case “**Register an account”**.)

4.1: User has forgotten his password. -> User can choose to reset his password. (Go to use-case **“Reset password.”**)

5.1: System could not find the combination of username and password. -> System informs the user and redirects him back to the login screen.

**Name:** Reset password

**Goal:** The user has successfully reset his password and can login again.

**Actor:** User

**MSS:**

1. User access the login page.
2. User clicks on the “Forgotten password” button.
3. System redirects user to another form.
4. User types in his email address.
5. System sends an email with a link to change password.
6. User clicks on the link provided in the email.
7. On the resulting screen, user types in his new password twice for confirmation.
8. User clicks confirm.
9. System updates
10. System displays a confirmation message.

**Extensions:**

4.1: User did not provide a valid email address. -> System will not send a message.

4.2: System could not find email address in the database. -> System will inform the user that no user exists with the specified email address.

7.1: Specified passwords do not match. -> System informs the user and asks him to retype the password correct.

**Name:** Logout

**Goal:** The user has successfully exited the game.

**Actor:** User

**MSS:**

1. User is logged in the game lobby.
2. User clicks the logout option.
3. System removes the user from list of online players.
4. System redirects the user back to the login screen.

**Extensions:**

1.1: User is not logged in. -> Option to logout will not exists for the user.

2.1: User closes the application without logging out. -> System will automatically log out the user.