**Summary of NU 2.1**

2.1 .Player clicks **New Signup**:

2.1.1 Player enters form fill up page.

2.1.1a Player provides: Last Name, First Name, MI, Primary Email, Secondary email (optional), Address, Phone, username, password, password recovery questionnaire, Preferred Position

2.1.1b Options:

* + 1. Username: UI CheckEntryUserName in the database for unique name:
       1. if CheckEntryUserName != Unique ID,

return error message and suggest available names.

* + - 1. If CheckEntryUserName == Unique

return success

* + 1. Enter password
       1. password will have requirements such as alpha numeric, min and max length, at least one special characters, at least one upper case char
    2. Confirm Password 🡺
       1. Re-enter password: confirmation (match with the previous)
          1. Match == True 🡺continue
          2. Match ! = False 🡺display Error message, Go To iii.

2.1.1c Terms and Conditions:

1. If user clicks to view readTermsAndConditions

a. Open in new page/tab HTML, Pdf version.

b. Provide an option to email terms and condition if user decides to

later.

2. User declines Terms, GoTo 2.1.1b

2.1.2 Submit form.

2.1.3a Once ClickSubmit == True:

Create UserNameAndPass is sent through roster system to database.

Return Success to Roster system and User Interface.

2.1.3b If CreateUserNameAndPass == Success

Then UI send SignUpInformation to Database. Return Success

If SignUpInformation == Success

Then UI SendConfirmation Email to User’s Email Server

If SendConfirmationEmail == Success

Return Success to UI, Return ConfirmationSent to

2.1.4 Confirming Account:

2.1.4a If UserClicksConfirmationEmail == True

2.1.4b player is taken to the application and moved to NU2.2

2.1.5a player enters confirmation number, (if no link)// This is second option

2.1.5c UI verifies confirmation number.

2.1.6 Player has a default welcome email.

**Logical Channels:**

Inputs-

Keyboard:

UserName (0-9, A-Z, a-z, space, special characters)

PassWord (0-9, A-Z, a-z, special characters)

Address:

Address 1(Street)

Address2(Apt/Suite/Complex):

City: State:(Drop Down)/Manual 2Letters (if any other show error)

Zip Code: #####-####(last four optional) Country:

Phone:(Area Code) ###-####

Email: A-Z,a-z,0-9, special character @domain

Check box: Yes/No to receive updates on team events/changes

Desired Position: 3 options:

Other: A-Z, a-z, 0-9 (Drop Down Lists Available Position)

Password Questionnaire: 10 system generated questions.

Answers: User will choose any 3 from drop down list

Mouse:

click\_Check Box

click\_terms & condition

click\_reset

right\_click

click\_submit

exit\_application

Right\_Click

Print, print preview

Database/Server:

send\_authentication

compare\_user names

Match\_password

Validate\_Address

Outputs:

Display

New\_Player (TC 2.1)

Confirmation

Close\_Application

Error\_messages

Terms\_condition

Examples\_username (when username conflicts)

Examples\_Password (Suggest Strong or Weak)