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SER 216
Module 1
Summer 2020 - C Session

Use Case 1: Arena Game

Primary Actor: Players

Basic Flow:

1. Players navigate to designated website where tournament are held
2. Players create username and login
 - a. An email authentication is received where player has to finish two-factor authentication for their profile to be verified
3. Players log in with their username and password and are redirected to the main page where they will be placed in a queue
4. Once an organizer has placed the Player's account with a team, tournaments can take place
5. During the tournaments, Players are reminded that Spectators are able to watch tournaments
6. Players are also fed, periodically, advertisements and global announcements from Organizers
7. Players found not to follow rules of game will be immediately ejected from the tournament
 - a. If multiple rules are broken, Players may have their account terminated
8. Players will be placed in matches that give rankings.
9. Rankings will promote some Players will demoting some Players
 - a. If a Player falls to -10 ranking, Player will be ejected from game play
10. After tournaments are won, Players and Spectators are notified.

Alternative Flow:

1. Upon signing up, players may not choose a username that is already registered
2. Upon signing up, players must choose a password of 5-10 characters in length utilizing an alpha-numeric string
3. If a player does not validate his account through the automatic email, another email is sent 24 hours post sign up.
 - a. If after 48 hours, the player's account is deleted.

Special Requirements:

1. Players must use, at all times, a webcam to verify identity during tournaments
2. Players may not use another player under their username
3. Players must have system requirements that allow game play, including all controllers and peripheral hardware
4. Screen resolution must be at minimum 1080i

Use Case 2: Arena Game

Primary Actor: Organizers

Basic Flow:

1. Organizers will sign up and log in with the same protocol as Players.
2. Organizers will be upgraded to Super Users that have the ability to place Players into teams
3. Organizers will give out rules of the game to Players
4. Organizers will be charge \$40 per Player to the Web Site
5. Organizers can organize their own Sponsors to allow for advertisements to Players and Spectators
6. Organizers can charge Sponsors any financial amount to place Announcements and Advertisements that Players and Sponsors will see.
7. Organizers will pay all costs upfront.

Alternative Flow:

1. If an Organizer cannot generate a team of Players of at least 10, then an Organizer will not be able to participate.
2. If an Organizer does not come up with all costs up front, the Organizer will be placed in a queue until other tournaments are held

Special Requirements:

1. Organizers must follow all rules given at time of sign up
2. Organizers cannot ask Players for money to play games
3. Organizers cannot place Advertisements or Announcements that go against the website's Code of Conduct