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| Outbreak Smartphone App for iPhone  Use Case: Create Account |

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Use Case: Create Account

# Populate Store

## Brief Description

This use case has the iOS user create an account before the user is able to create their first virus. The system needs to check on the database to make sure there is no other account registered under that users phone. Once the user is activated via the phones ID, the user will then be able to create their first virus.

## Requirements Trace\*\*

1.1, 1.2, 1.3, 1.4, 1.5, 2.2, 2.3, 5.2

## Involved Actors

iOS User

## Preconditions

The iOS user has not registered their phone with the database

## Post conditions

The iOS user will be able to create their virus’ to begin online game play

## Invariants\*\*

Store must have items

# Flow of Events

## Basic Flow

This use case starts when the iOS first attempts to begin playing the game.

* + 1. iOS user attempts to enter the online game.
    2. System checks the database for a match of the phones ID.
    3. System returns false on comparison of phone ID.
    4. System creates entry in database to log phone ID.
    5. iOS user is able to create first virus.

# Extension Points – None

# Scenarios

## Happy Day

Assumptions: iOS User – John

iOS User has never played game before

Steps:

* + 1. John enters online mode from the main menu.
    2. System checks the database for a match of the phones ID.
    3. System returns false on comparison of phone ID.
    4. System creates entry in database to log phone ID.
    5. John is able to create first virus.

## Rainy Day – Phone is already registered

Assumptions: iOS User – John

iOS User has never played game before

Steps:

* + 1. John enters online mode from the main menu.
    2. System checks the database for a match of the phones ID.
    3. System returns true on comparison of phone ID.
    4. System creates another entry in database to log phone ID.
    5. John is able to create first virus again.