CST 316 Sprint II Deliverable

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# **Introduction**

# Backlog Items for Sprint II

# Use Cases

Below is our only use case for Sprint II. The outline follows the same format as the use case outline on the sharepoint site. Some parts of sharepoint outline were omitted because they are not applicable to our project (i.e. Timing execution).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| General Information | | | | | |
| Use Case ID Number : UC001  Subject Area : Chessgames Login  Description : Customer uses login to get into game account | | | | Responsible Analyst : Chessgames | |
| Requirements/Feature Trace | | | | | |
| REQ# | | Requirements Name and / or Short Description | | | |
| 001 | | Login allows customers to login to Chessgames account to play against other users. | | | |
|  | |  | | | |
|  | |  | | | |
|  | |  | | | |
| Revision History | | | | | |
| **Author** | | | **Date** | **Comments** | |
| Lewis Sanchez | | | 11/15/14 | First draft | |
| Jacob Neal | | | 11/18/14 | Updated | |
|  | | |  |  | |
|  | | |  |  | |
| Insertion Points in other Use Cases | | | | | |
| Use Case Name | | | **Use Case Number** | **Step Inserted After** | |
| N/A | | |  |  | |
|  | | |  |  | |
| Actors | | | | | |
| **Actor Name** | | | **P/S** | **Brief Description** | |
| Chessgames user | | | P | Chessgames user can login to their account. | |
|  | | |  |  | |
|  | | |  |  | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pre-Conditions | | | | | | | | | | | | | | | |
| # | | | Description | | | | | | | | | | | | |
|  | | | Chessgames displays user account login page | | | | | | | | | | | | |
| Start Stimulus | | | | | | | | | | | | | | | |
| Chessgames user opens the application. | | | | | | | | | | | | | | | |
| Use Case Main Course Steps | | | | | | | | | | | | | | | |
| **Number** | | | | | **Description** | | | | | **Adds/Alt UC Name/Number** | | | **Bus Rule(s)#** | | |
| 01 | | | | | User inputs username and password | | | | |  | | |  | | |
| 02 | | | | | User selects either the “Login” or “Register” button. | | | | |  | | |  | | |
| 03 | | | | | Validate the username and password fields. | | | | |  | | |  | | |
|  | | | | |  | | | | |  | | |  | | |
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|  | | | | |  | | | | |  | | |  | | |
| Exception Conditions | | | | | | | | | | | | | | | |
| **Exception Situations** | | | | | | | **Action(s) on Exception** | | | | | | | | **Adds/Alt Use Case #** |
| Invalid Username | | | | | | | Chessgames app displays message about the username not existing and returns to the login screen. | | | | | | | |  |
| Invalid password | | | | | | | Chessgames app displays message about the password not being correct and returns to the login screen. | | | | | | | |  |
| Invalid length | | | | | | | Chessgames app displays whether or not the username is too short or too long and returns to login screen. | | | | | | | |  |
| Invalid characters | | | | | | | Chessgames app displays whether or not there are invalid characters in the username and returns to login screen. | | | | | | | |  |
| Invalid periods | | | | | | | Chessgames app displays whether or not they have a period in the beginning of their username, or the end of the username and returns to login screen. | | | | | | | |  |
| Check for website | | | | | | | Chessgames app displays an error message for invalid username and returns to login screen. | | | | | | | |  |
| Post-Conditions | | | | | | | | | | | | | | | |
| **#** | | | **Description** | | | | | | | | | | | | |
| 1 | | | User is logged into account | | | | | | | | | | | | |
| 2 | | | Displays a welcome message saying, “Hello “ and the username. | | | | | | | | | | | | |
| 3 | | | Chessgames app returns to login screen | | | | | | | | | | | | |
| Candidate Objects | | | | | | | | | | | | | | | |
| **Class/Object Name** | | | | | | **Descriptions** | | | | | | **Possible**  **attributes** | | | |
| CG\_user | | | | | | Chessgames user | | | | | | Name, Elo, Country, etc | | | |
|  | | | | | |  | | | | | |  | | | |
| Assumptions | | | | | | | | | | | | | | | |
| **#** | | **Assumption** | | | | | | **Date**  **Raised** | **Raised**  **By** | | **Date**  **Verified** | | | **Verified By** | |
| 1 | | Customers only speak English. | | | | | | 11/18/14 | Lewis Sanchez | |  | | |  | |
|  | |  | | | | | |  |  | |  | | |  | |

# Sequence Diagrams

Below are three sequence diagrams.



# 



# Class Diagrams

# Code

# Screenshots

# Conclusion