CST 316 Sprint II Deliverable

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**Prepared For:**

Daniel Freeman

Todd Breedlove

**Prepared By:**

Stewart Taylor

Jacob Neal

Aaron Costner

Lewis Sanchez

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# **Introduction**

# Backlog Items for Sprint II

# Use Cases

Below is our only use case for Sprint II.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 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. | |
|  | | |  |  | |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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

# Class Diagrams

# Code

# Screenshots

# Conclusion