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UC5: Display Statistics

CHARACTERISTIC INFORMATION

Goal in Context:
Display the game statistics for every player that played on the game server

Scope: Under the design works a database, that means the statistics are stored in a larger database.

Level: Summary

Preconditions:
The system is connecting correctly with the network and the database.
An account has been created to which the player statistics are saved.
The player's statistics are retrieved from the database and displayed correctly.

Success End Condition:
The statistics will be added after each game and updated automatically.
Is properly retrieved online and displayed to the user.
Deletes game statists profiles without rest.

Failed End Condition:
The game statistic cannot be displayed, because there is no connection to the database
-   Error Message: "There is no connection to the database. Connection failed!"
No statists can be displayed because no games have been played yet.
-   Error Message: "No data to display. Please start your first Scrabble Game."

Primary Actor: Human player
Trigger: The user navigates to the menu and presses the "Profile" button. Now he sees his game statistics.

MAIN SUCCESS SCENARIO
1. The user is taken to main menu.
2. The gamer navigates to his profile created in the past.
3. He clicks on his profile.
4. Now he can see his game statistics, name and avatar.
5. The system shows e.g., the won and lost games.
6. After a game has been played, the win lost ratio automatically appears in the form of a circle diagram.
7. The player leaves the game statistics.
8. He returns to the menu.

EXTENSIONS
1a. The application crashes
        1a1. The player restarts the game and navigates via the menu to the statistics.

SUB-VARIATIONS
4a. The player would like to change his name.
    1. He enters a new name in the input line confirms with a click in "Update".
4b. The player wants to delete his Profile and the game History.
    1. The user navigates to his game statistics via the menu. There he can delete his profile completely via the "Delete" button.

RELATED INFORMATION
Priority: High, without creating a player statistic the player cannot see his successes and failures and may lose the joy of the game.

Performance Target:
The system should make different backups. Otherwise, data loss may occur in case of failure. The application should be easy to use to give the player a good gaming experience.

Frequency:
Several times which mean at least after a scrabble game has ended.

Channel to primary actor:
GUI

Secondary Actors: --

Channel to Secondary Actors: --

SCHEDULE
Due Date:
First Version: April 08, 2021
Final Version: May 28, 2021