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Use Case 1: Manage Player Profiles

CHARACTERISTIC INFORMATION

Goal in Context: Create, read, update, delete player profiles
The player can create a profile for the game. He can access his current name in the menu under "Profile" and change his name there. Furthermore, the player has the possibility to delete his profile.

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

Level: Summary

Preconditions:
A player has launched the game and the registration screen appears.
The system is connected to the database.

Success End Condition:
The username is read in correctly and then saved by the user.
The user clicks on the "Update" button to update his player profile, thus his profile is updated and the changes are transferred to the database correctly.
The user clicks the "Delete" button to delete his profile, thus the player profile is deleted from the database.

Failed End Condition:
No connection to the database could be established.
-    Error Message: "There is no connection to the database. Connection failed!"
No name was entered.
-    Error Message: "Please choose a name!"
The name has more than 15 letters.
-    Error Message: "Name should be less than 16 characters!"
No avatar image was selected.
-    Error Message: "Please choose an image!"
The name is already stored in the database.
-    Error Message: "The name already exists, please choose another name!"

Primary Actor: Human player
Trigger: The player wants to register, update or delete an account.

MAIN SUCCESS SCENARIO
1.   The user opens the Scrabble game.
2.   After the game is loaded the player wants to register.
3.   The user enters commands via an input device, e. g. a keyboard and mouse.
4.   Player can set a name and can choose one from 4 avatars.
5.   The player confirms his input by clicking "Register".
6.   On the next screen, he can select one of his profile by clicking on his avatar.
7.   He confirms the selection of his profile by clicking on "continue".

8. The user is now taken to the main menu.
9. The system displays the new name player.

EXTENSIONS
1a. The application crashes
      1a1. The player restarts the game, and the registration appears.

SUB-VARIATIONS
1. The user wants to log in after a successful registration.
   a. The user clicks on an avatar and confirms with continue.

8. The gamer only wants to see his player profile.
   a. Via the menu page he gets to his profile.

8. User wants to update his player profile.
   a. The user navigates to the player statistics where he can update his name.

8. The user wants to create another account in addition to his existing one.
   a. The user navigates to "change profile" found in the menu.

8. The player wants to delete his scrabble profile.
   a. The deletion can be done on the player statistics page or under "change profile" via the menu.

RELATED INFORMATION
Priority: Very high, without creating a player account the game cannot start.

Performance Target:
The application should be easy to use to give the player a good gaming experience.
Also, backups should be performed regularly, as data loss is problematic for the player.

Frequency:
At least one time for creation of a player profile and one time for deleting a player profile and several times to change player profile information till end of a game set.

Channel to primary actor:
GUI

Secondary Actors: --

Channel to Secondary Actors: --

SCHEDULE
Due Date:
First Version: April 03, 2021
Final Version: May 25, 2021