Use Case: *Interacting with the Leaderboard System Basic (ILSB)*
Iteration: 1, started March 4 by Puneet Dhawan
Primary Actor: Player, Alex
Goal in Context: To interact with the leaderboard system, including viewing rankings, updating scores, and testing system limits.
Preconditions:
- The leaderboard system is operational and accessible.
- Players have valid accounts with scores stored in the system.
- The system can process updates and display rankings correctly.

Trigger:
- Alex completes a game and attempts to interact with the leaderboard.

Scenario:
1. Alex finishes a game session and earns a new score.
2. The system automatically updates Alex's score in the database.
3. Alex navigates to the leaderboard screen.
4. The system retrieves and displays the latest rankings.
5. Alex sees their updated ranking, verifies their score is correct, and is happy that he is higher than his rival now
6. Alex logs out.

Post conditions:
- The leaderboard accurately reflects the updated score.

Exceptions:
1. Delay in output/ new updates to leaderboard ranking/scores
2. Network Issue

Priority:
- Medium, as leaderboards enhance player engagement but do not affect core gameplay.

When available:
- Iteration 3

Frequency of use:
- Regular, depending on player activity.

Channel to actor:
- Interface (In-game leaderboard menu)

Secondary actors:
- Game Server (Processes score updates and retrieves rankings)

Channel to secondary actors:
- Game Database (Stores and retrieves player scores)
- LeaderBoardUpdater

Open issues:
- How long until the system will update the scores of the player?
- How would the ranking system handle players with the same score/ ranking?