

Use Case: Login

Primary actor: Player

Goal in context: Player can log into his or her account on the platform.

Preconditions: There is an option to log in on the corner of the screen.

Trigger: Player must click the login button.

Scenario:

1. Player clicks the login button
2. Player is prompted for a username and password
3. Player enters a username and password
4. Player is taken to the main screen of their account

Exceptions:

1. Username does not exist in the database
2. Username exists in the database but the password is incorrect

Priority: Essential, must be implemented

When available:

Frequency of use: Medium. Some players may choose to stay logged out. Once a player is logged in, they will not be asked to log in again unless they close the session and reopen it.

Channel to actor: Via OMG gaming platform (requires internet connection)

Secondary actor: N/A

Channels to secondary actors:

N/A

Open issues:

1. How many wrong password attempts will temporarily lock a user out of their account?

Use Case: Create account

Primary actor: Player

Goal in context: Player can create a new account.

Preconditions: There is an option to create an account in the corner of the screen.

Trigger: Player must click the “Create Account” button

Scenario:

1. Player clicks the “Create Account” button
2. The player is asked to enter their full name, user name, phone number, email, birthday and a password twice.
3. Player presses “Create Account” at the bottom of the screen
4. Login screen is displayed

Exceptions:

1. Username is not available. Player will be told to enter a different username.

Priority: Essential, must be implemented

When available:

Frequency of use: Low-medium. Typically, a user will only have one account and therefore only need to create it once.

Channel to actor: Via OMG gaming platform (internet required)

Channels to secondary actors:

N/A

Open issues:

1. What information will be mandatory for a player to enter?

Use Case: Match with another player

Primary actor: Player 1

Goal in context: Player 1 is matched with another player of similar skill level

Preconditions: User must be logged in

Trigger: On the “Multiplayer” tab, the player clicks the “find opponent” button.

Scenario:

1. Player clicks on the “Multiplayer” tab.
2. Player clicks on “find opponent” button.
- 3.

Exceptions:

2. Username is not available. Player will be told to enter a different username.

Priority: Essential, must be implemented

When available:

Frequency of use: Low-medium. Typically, a user will only have one account and therefore only need to create it once.

Channel to actor: Via OMG gaming platform (internet required)

Secondary Actor: Player 2, database of players in the system.

Channels to secondary actors:

Same as channel to primary actor.

Open issues:

2. What information will be mandatory for a player to enter?

Use Case Descriptions (Tic-Tac-Toe Game)

Use Case 1: Start a new tic-tac-toe game

Use Case 2: Make a move

Use Case 3: Handle invalid moves

Use Case 4: View Rules

Use Case 5: Detect condition for game over

Use Case 6: Display a winner/loser or draw

Use Case 7: Quit Game

Use Case 8: Restart Game

Use Case 9: Use in-game chat

Use Case 10: Display Stats