Use case 1: Logging into an account

**Iteration:** 3

**Primary Actor:** A user who owns an already registered account and wants to log into the multiplayer game platform

**Goal in context:** The user should be able to enter a username and password of the profile into a “password” and “username” field. If there is an account with a matching username and password saved in a database linked to the multiplayer game platform then upon clicking the log in button it will successfully log into the account.

**Preconditions:** There must already be a registered account with a matching username and password entered the database. The user attempting to log in must know the username and password of the account they are attempting to log into.

**Trigger:** The user presses the “log in” button below the “username” and “password” field while there is a valid username and password entered in the “username” and “password” field. If there is an account within the database with that corresponding username and password that matches what was entered, then the platform will log the user into that account and follow it with a “welcome (name of account)” message.

**Scenario:**

* User opens the multiplayer platform and goes to the log in screen
* The user will enter a username and password into the “username” and “password” field
* The user will click a button that says “log in” once the username and password has been entered
  + If there is a valid account, there will be a “welcome (name of account)” message displayed to the user, and they will be logged in
  + If there is not a valid account, then it will give an error message depending on the error that occurred
* Once logged in, the user can access the other features of the multiplayer platform that is available to all users.

**Post conditions:** The user is now successfully logged into the account they attempted to log into. There is now an active session occurring on the multiplayer platform and they can access all features allowed on that corresponding account.

**Exceptions:**

* **The username entered is incorrect:** Upon clicking the “log in” button there will be an error message displayed which states “this is not a valid account you are trying to log into”. No feedback will be given about the password entered.
* **The username entered is correct, but the password is incorrect:** Upon clicking the “log in” button there will be an error message displayed which states “this is not a valid account you are trying to log into”. No feedback will be given about the password entered.

**Priority:** This is a high priority feature as logging into an account is essential to being able to access the multiplayer platform for security and usability reasons.

**When available:** This feature is automatically entered into once the multiplayer platform is opened.

**Frequency of use:** This will occur whenever the multiplayer platform is opened and there is no account currently logged in.

**Channel to actor:** There will be various feedback messages shown to the user depending on the action that was performed. These will be shown within the multiplayer platform window.

**Secondary actors:** N/a

**Channel to secondary actors:** N/a

**Open issues:**

* Should there be a “remember user” feature implemented within the platform where once a user is logged in and the platform is closed the same user will be logged in whenever the platform is reopened?
* If a user was successfully logged into the platform, should it remember the account that was logged in and only require a password to relog into that specific account if that user is currently logged out?
* Should the platform allow the same account to be logged in on multiple devices at the same time?