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” text-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. The user must not be currently logged into an account and will have to log out of the account they are currently in if they wish to log into a different account.

**Trigger:** The user presses the “log in” button below the “username” and “password” text-field while there is a valid username and password entered in the “username” and “password” text-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” text-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?

Use case 2: Creating a new account

**Iteration:** 1

**Primary Actor:** A brand new user who would like to register a new account on the multiplayer game platform

**Goal in context:** The user should be able to click a “register new account” button when they open the app for the first time. When there they will encounter a prompt that says, “enter a new username” and “enter a new password” with text-fields below them. Once a new username has been entered, the system will compare it with the database of existing accounts to see if the username is already taken. Once a new password has been entered, the system will check it meets all the requirements for a valid password (certain number of letters, must contain a symbol, must contain a number etc.). When a valid username and password has been entered, the user can click a “confirm” button and the account will be registered and added to the database of existing accounts.

**Preconditions:** There must be no account currently logged into the system to make a new account. The username entered by the user must not have been taken by another valid account beforehand. The password entered must also be a valid password that follows the requirements set beforehand (certain number of characters, must contain a symbol, must contain a number etc.).

**Trigger:** The user presses a “register new account” button and enters the required information into the text-fields depending on the prompt provided. Once all the text-fields have been filled and are valid options the user can click a “confirm” button and they are now a registered account and the system will follow it up with a “welcome (name of account)” message.

**Scenario:**

* User opens the multiplayer platform and goes to the log in screen
* The user does not have an existing account so instead of attempting to log in they click the “register new user” button
* The user is provided 2 text-fields with a prompt that states “enter a new username” and “enter a new password”
* The user will enter a username into the “username” text-field
  + If the username entered is available (not matched with an already existing account) a green checkmark will display next to the text-field
  + If the username is taken (there is an already existing account with that username) a red “x” symbol will display next to the text-field
* The user will enter a password into the “password” text-field
  + If the password entered matches all the requirements for a valid password a green checkmark will display next to the text-field
  + If the password does not match the requirements for a valid password a red “x” symbol will display next to the text-field and below the text-field it will state which requirement it does not meet
* Once the “username” and “password” are valid they can click a “confirm” button that will register the new account
* There will be a “welcome (name of account)” message displayed to the user, and they will be logged into their account
* Once logged in, the user can access the other features of the multiplayer platform that is available to all users

**Post conditions:** The user now has a brand new registered account and is now successfully logged into the account for the first time. 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 unavailable:** Once something has been entered into the text-field, a red “x” symbol will display next to the text-field and it will not go away until what was entered does not match the username of an existing account in the database
* **The password entered does not match the requirements:** Once something has been entered into the text-field, a red “x” symbol will display next to the text-field and it will not go away until all of the requirements for a valid password have been met. Below the text-field there will be a list of requirements for a valid password. These will be red in colour if they are not met and green if they are met.

**Priority:** This is a high priority feature as everyone trying to access the multiplayer platform will have to register an account at some point to use it.

**When available:** This feature becomes available when the “register new account” button is clicked from the log in screen.

**Frequency of use:** This will occur whenever the “register new account” button is clicked.

**Channel to actor:** The screen in the multiplayer platform window will change if the “register new account” button is clicked. There will be various messages and symbols of the colours green and red to denote to the user whether something is valid or invalid. A feedback message will be displayed to the user once a new account has been registered.

**Secondary actors:** N/a

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

**Open issues:**

* Should there be suggested usernames that are similar to the username entered but are currently not taken by another account shown to the user?
* Should there be a “password strength” bar shown to the user to give them a rough idea of how strong their password is?

Use case 3: Changing an account username

Use case 4: Changing an account password

Use case 5: Setting an account profile picture

Use case 6: Setting the status of an account

Use case 7: Linking an existing email to your account

Use case 8: Linking an existing phone number to your account

Use case 9: Setting up 2FA on your account

Use case 10: Viewing your account profile

Use case 11: Sending a friend request to another account

Use case 12: Unfriending an account

Use case 13: Viewing your friend’s profile

Use case 14: Blocking an account from interacting with your account

Use case 15: Logging out of an account

Use case 16: Viewing the leaderboard of a game

Use case 17: Viewing your rank in a game

Use case 18: Viewing your match history in a game