**Registration UC**

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| UC Name | Registration |
| UC ID | REGISTRATION |
| Screen Mock-ups | LogIn, Registration, ErrorMessage |
| Version | 1.0 |
| Author | Josh Nicholson, Matthew Compton, Tristan Wright |
| Date | 11/1/2016 |
| Summary | This use case details the steps needed to register a user for the system; it is necessary to gain access to other functionality of the system. |
| Basic Path | 1. The system displays prompts for the name, username, password, and email. 2. The User enters the name. 3. The User enters the username. 4. The User enters the password. 5. The User enters the email. 6. The User presses the **create account** button 7. The system verifies the user’s name, username, password and email. 8. The system creates the user’s user object 9. The system displays the main page for the user side according to User Type (Admin,Host,Player). |
| Exception Paths | * If in 6. The system fails to verify the user’s information the system displays InvalidUserMessage and goes to 1. |
| Triggers | The user elects to use the system |
| Pre-conditions | The user has accessed the URL for the web application |
| Post-conditions | User is now able to access the rest of the sysem. |