Log in and Finalize Game

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| USE CASE 1 | Log in and Finalize Game | |
| Goal in Context | The player logs in the game. Starts the game and fails the game | |
| Scope & Level | Player, Game | |
| Preconditions | We know Player, its name, its number of lives etc. | |
| Success End Condition | The player logs in the game successfully. He cannot reaches the level of game to finish the game successfully | |
| Failed End Condition | The player fails the log in procdure. He/she can not start the game. | |
| Primary actor | Player | |
| Trigger | Log in Request comes in | |
| DESCRIPTION | Step | Action |
|  | 1 | Player calls in with a log in request. |
|  | 2 | Game checks its username and password matches the database record |
|  | 3 | Username and password record is matched so player can start the game. |
|  | 4 | Game creates game session. |
|  | 5 | Player starts the first round, it has 3 lives. |
|  | 6 | Player finishes the game reaching the final round and winning it. |
|  | 7 | Player’s game point is ranked among other games in the database. |
|  | 8 | Its game ranking is shown to the player |
| SUB-VARIATIONS |  | Branching Action |
|  | 6 | Player can not reach the final level of the game, it is knocked-out. |