USE CASE Login The Game (Cockburn)

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| USE CASE 1 | < the name is the goal as a short active verb phrase> | |
| Goal in Context | <a longer statement  of the goal in context  if needed> | |
| Scope & Level | <what system is being considered black box under design>  <one of : Summary, Primary Task, Subfunction> | |
| Preconditions | <what we expect is already the state of the world> | |
| Success End Condition | <the state of the world upon successful completion> | |
| Failed End Condition | <the state of the world if goal abandoned> | |
| Primary,  Secondary Actors | <a role name or description for the primary actor>.  <other systems relied upon to accomplish use case> | |
| Trigger | <the action upon the system that starts the use case> | |
| DESCRIPTION | Step | Action |
|  | 1 | <put here the steps of the scenario  from trigger to goal delivery,and any cleanup afte> |
|  | 2 | <...> |
|  | 3 |  |
| EXTENSIONS | Step | Branching Action |
|  | 1a | <condition causing branching> :  <action or name of sub.use case> |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | <list of variation s> |