Register Use Case

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| USE CASE 1 | Register Use Case | |
| Goal in Context | User is created a new account | |
| Scope & Level | Player, Game | |
| Preconditions |  | |
| Success End Condition | User is successfully logged in or registered as a new user. | |
| Failed End Condition | User can’t create a new account | |
| Primary actor | Player | |
| Trigger | User clicks register button. | |
| DESCRIPTION | Step | Action |
|  | 1 | Player clicks on register |
|  | 2 | Player enters a username |
|  | 3 | If there is an account which has the same username as the input given, Game creates an alert message and asks for a different input |
|  | 4 | If there is not a related account with the username in database, system asks for password |
|  | 5 | Player enters a password |
|  | 6 | A new user is created and game switches to building mode. |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | The Game might fail to create a new account due to internet connection problems. |
|  | 2 | User might want to exit the register process and login with an existing user. |