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| Use Case Name: | Existing User: Welcome |
| Scenario: | Existing User Welcome |
| Triggering Event: | A user visiting the “Welcome” page |
| Brief Description: | A user launching the Welcome page for the game, via their browser |
| Actors: | An existing player (gamer) |
| Related Use Cases: | New User: Welcome |
| Stakeholders: | Other existing players, new players, and the administrator running the server |
| Preconditions: | The user must have a mobile device that runs the chrome browser. |
| Postconditions: | The user will be redirected to the Game Room page. |
| Flow of Events: | |  |  | | --- | --- | | Actor | System | | 1. The user visits the Welcome page. 2. The user must enter a username 3. The user must enter a password 4. The user clicks the “submit” button to process their request and if successful, are redirected to the Game Room page. | 1.1 Check if session already exists   * 1. Validate credentials   2. Create a session   3. Mark the user as actively logged in.   4. Redirect the user to the game room | |
| Exception Conditions: | * 1. If the user is already logged in and has an active session, the user will be redirected to the Game Room page.   2.1 If the user has not supplied a username, inform the user via a validation message that their username is required.  3.1 If the password is not entered, inform the user via a validation message that password is a required field  4.1 If the user does not exist, inform the user via a validation message that their username could not be found.  4.2 If the username is valid, but the password is incorrect, inform the user via a validation message that their password is not correct. |