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| Use Case Name: | New User: Registration |
| Scenario: | New User Registration |
| Triggering Event: | A user visiting the “New Registration” page |
| Brief Description: | A user wants to sign up to play the game, and does not have an existing account, or wants to create a new account |
| Actors: | A new 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.  The user intends to create a new account |
| Postconditions: | A new user account is created.  That account has a valid password.  The user will accept the terms and conditions of playing the game. |
| Flow of Events: | |  |  | | --- | --- | | Actor | System | | 1. The user visits the registration page by clicking the link on the Welcome page. 2. The user must enter a username 3. The user must enter a password 4. The user must reenter the same password into a second text input 5. The user must read and comply with the terms and conditions of playing the game. 6. The user clicks the “submit” button to process their request and if successful, are redirected to the Game Room page. | * 1. Create a new user record using the supplied username and password   2. Initialize player statistics   3. Create a session   4. Mark the user as actively logged in.   5. Redirect the user to the game room | |
| Exception Conditions: | 2.1 If the supplied username is > 10 characters, inform the user via a validation message that their username is too long.  2.15 If the user has not supplied a username, inform the user via a validation message that their username is required.  2.2 If the supplied username matches an existing username in the system, inform the user via a validation message that their username is not unique, and to pick a different username  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 password entered into the second password field does not match the password entered into the first password field, inform the user via a validation message that their passwords must match.  5.1 If the user does not check the box that states they comply with the game’s terms and conditions, inform the user via a validation message that they must comply with game rules. |