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| **FR-01** |  | **The system must have one admin account by default.** | **MUST** |
|  | R-01.1 | An admin cannot make use of the requirements set for the user. (Ex: creating a *Hero*, playing the game) | Must |
|  | Q-02.1 | To log in the user should provide an existing combination of username and password. |  |
| **FR-02** |  | **An admin can create other admin accounts.** | **MUST** |
|  | Q-02.1 | The admin must provide an email and full name. | Must |
|  | Q-02.2 | The system must generate the password. | Should |
| **FR-03** |  | **An admin can manage content for the game (Items/Dungeons/Quests)** | **MUST** |
|  | Q-03.1 | Admin can create content. | Must |
|  | Q-03.2 | Admin can read all content. | Must |
|  | Q-03.3 | Admin can update content. | Must |
|  | Q-03.4 | Admin can delete content. | Must |
|  | Q-03.5 | Admin must provide full information over the content before it can be added or edited. | Must |
| **FR-04** |  | **A user must be able to create an account.** | **Must** |
|  | Q-04.1 | An account must be created using an email, username and password. | Must |
|  | R-04.2 | A username must exist of at least 6 characters. | Should |
|  | R-04.3 | A password must exist of at least 6 characters of which minimal one capital letter, one small letter and one number. | Should |
| **FR-05** |  | **An user must be able to log in.** | **MUST** |
|  | Q-05.1 | To log in the user should provide an existing combination of username and password. | Must |
|  | Q-05.2 | The user must stay logged in while navigating through the pages. | Must |
| **FR-06** |  | **An account must be able to create a *Hero*.** | **Must** |
|  | R-06.1 | Each account can have a maximum of 3 *Heroes*. | Must |
|  | Q-06.2 | Statistics of the created *Hero* can be edited while creating. | Must |
| **FR-07** |  | **A *Hero* must be able to buy items.** | **Must** |
|  | Q-07.1 | The *Hero* must have enough gold in the bank to buy the item. | Must |
|  | R-07.2 | The *Hero* must have at least one empty space in the backpack. | Must |
| **FR-08** |  | **A *Hero* must be able to sell an item.** | **Must** |
|  | R-08.1 | A *Hero* can only sell items that are in the backpack. | Must |
| **FR-09** |  | **A *Hero* must be able to enter a dungeon from a list.** | **Must** |
|  | Q-09.1 | The list must consist of all available dungeons at that moment. | Should |
|  | Q-09.2 | The list must be first sorted on level (difficulty) and then on alphabet. | Should |
| **FR-10** |  | **A *Hero* must be able to combat other creatures in a dungeon.** | **Must** |
|  | Q-10.1 | The *Hero* can earn gold and experience from battling these creatures. | Should |
|  | R-10.2 | The *Hero* is not able to leave the dungeon before completing it. | Should |
|  | Q-10.3 | The *Hero* will earn a bonus of gold and experience when the dungeon is completed. | Must |
| **FR-11** |  | **A *Hero*****should be able to accept quests.** | **Should** |
|  | R-11.1 | A *Hero* can only have one active quest at the same time. | Should |
| **FR-12** |  | **A *Hero*****should be able to complete quests.** | **Should** |
|  | Q-12.1 | When a quest is completed the *Hero* is giving gold, experience and/or items as reward. | Should |
| **FR-13** |  | **A *Hero* should be able to cancel an active quest.** | **Should** |
|  | R-13.1 | This is only possible when the quest is not yet completed. | Should |
| **FR-14** |  | **Every user can watch the leaderboards.** | **Should** |
|  | R-14.1 | Only non-blocked users will be appearing on the leaderboards. | Must |
| **FR-15** |  | **An admin can block an existing active account.** | **Must** |
|  | R-15.1 | An admin cannot block another admin. | Must |
|  | Q-15.2 | An admin must provide a length of the block. (Ex: one week or permanent) | Should |
|  | Q-15.3 | An admin must provide a message for the user. | Should |
| **FR-16** |  | **An admin can unblock an existing blocked account.** | **Must** |

FR = Functional Requirement

Q = Quality Requirement

R = Restrictive Requirement

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| UCxx |  |
| Description |  |
| Actors |  |
| Preconditions |  |
| Flow |  |
| Exception(s) |  |
| Result |  |

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| UC01 | The system has already one admin. |
| Description | Before starting the application for the first time a admin should already exist. |
| Actors | Developer |
| Preconditions | Application has not launched before. |
| Flow | 1. Application is started. 2. Actor will face normal login view. 3. Actor logs in using the standard admin account. 4. System will check credentials. Q-01.2 5. System grants access to the admin interface. Q-01.1 |
| Exception(s) | 1. Incorrect credentials were entered. Show message and return to step 2. |
| Result | Actor will log into the standard admin account. FR-01 |

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| UC02 | Admin creates another admin account |
| Description | An logged in admin created another admin account for someone else to use. |
| Actors | Developer |
| Preconditions | One admin account already exists. FR-01 |
| Flow | 1. Application is started. 2. Actor logs into admin account. 3. Actor faces admin interface. 4. Actor navigates to the correct view. 5. Actor fills all necessary data. Q-02.1 6. The system creates a new admin account. Q-2.2 |
| Exception(s) | 1. Not all necessary data was entered. Show message and back to step 5. |
| Result | The system has created a new admin account with a generated password. FR-02 |

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| UC03 | Admin creates new content |
| Description | An actor on a admin account creates a new item for the game |
| Actors | Developer |
| Preconditions | One admin account already exists. FR-01 |
| Flow | 1. Application is started. 2. Actor logs into admin account. 3. Actor face admin interface. 4. Actor navigates to the correct view. 5. Actor select what kind of content it wants to add to the game. 6. Actor fills in all necessary data. Q-03.5 7. The system will create the new content. Q-03.1 |
| Exception(s) | 1. Not all necessary data was entered. Show message and return to step 6. |
| Result | The system has created the new content and added to the game. FR-03 |

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| UC04 | Admin edits content |
| Description | An actor on a admin account edits existing content. |
| Actors | Developer |
| Preconditions | One admin account already exists. FR-01 |
| Flow | 1. Application is started. 2. Actor logs into admin account. 3. Actor face admin interface. 4. Actor navigates to the correct view. 5. Actor select what kind of content it wants to edit. 6. Actor selects the existing content. Q-03.2 7. Actor fills in all necessary data. Q-03.5 8. The system will edit the existing content. Q-03.3 |
| Exception(s) | 1. Not all necessary data was entered. Show message and return to step 6. |
| Result | The system has edited the content. FR-03 |

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| UC05 | Admin deleted content |
| Description | An actor on a admin account deletes existing content. |
| Actors | Developer |
| Preconditions | One admin account already exists. FR-01 |
| Flow | 1. Application is started. 2. Actor logs into admin account. 3. Actor face admin interface. 4. Actor navigates to the correct view. 5. Actor select what kind of content it wants to deleted. 6. Actor selects the existing content. Q-03.2 7. The system will delete the selected content. Q-03.4 |
| Exception(s) | 1. The content is already deleted (by another admin). Show error message and return to step 6. |
| Result | The system has deleted the content. FR-03 |

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| UC06 | User registers |
| Description | A user creates an account to play with. |
| Actors | User |
| Preconditions |  |
| Flow | 1. Application is started. 2. Actor navigates to the correct view. 3. Actor fills in all necessary data. Q-04.1 4. The system creates an account for the actor. |
| Exception(s) | 1. Not all necessary data was entered. Show message and return to step 3. Q-04.1 2. The entered email is incorrect. Show message and return to step 3. Q-04.1 3. The entered username is too short. Show message and return to step 3. R-04.2 4. The entered password does not fulfill all expectations. Show message and return to step 3. R-04.3 |
| Result | The system has created an account for the actor. FR-04 |

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| UC07 | User logs in |
| Description | The actor logs in using its account credentials. |
| Actors | User |
| Preconditions | The actor already has an existing account. |
| Flow | 1. Application is started. 2. Actor navigates to the correct view. 3. Actor fills in username and password. 4. The system logs the user in and returns start view. |
| Exception(s) | 1. The username does not exist in the system. Show message and return to step 3. Q-05.1 2. The password does not match the username. Show message and return to step 3. Q-05.1 |
| Result | The actor is logged into its account. FR-05 |

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| UC08 | User stays logged in |
| Description | The actor stays logged in while navigating the page. |
| Actors | User |
| Preconditions | The actor is already logged in. |
| Flow | 1. Actor navigates to another page within the application. |
| Exception(s) |  |
| Result | Actor is still logged in. Q-05.2 |