World Engine

Use-Case Model

Version <1.0>

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 24/3/2017 | <1.0> | Initial design | Stefanescu Marian |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

1. Use-Cases Identification 4

2. UML Use-Case Diagrams 4

Use-Case Model

# Use-Cases Identification

**Use case: *Welcome Screen***

**Level:** Summary

**Primary actor:** End user

**Main success scenario:** The user reaches the Welcome Screen, logs in without errors, having then access to the dashboard or his profile. The user is logged in and wants to log out.e following format:

**Extensions:** If the credentials are incorrect the user is redirected to a page were he can try 5 more times, after which the account is blocked for 30 minutes and a mail notification is sent to the email address of the account. The “Forget password” option will be available here too.

**Use case**: ***Registration***

**Level**: Summary

**Primary actor**: End user

**Main success scenario**: The user reaches the registration screen and he is directed to enter an email, username and password. If everything works without errors in the next panel he will be prompted to choose a region where he wants to create his village. Here he will have to choose between different environments each with its own peculiarities (different resource densities, advantages/disadvantages etc.). After this the user successfully registers and an email is sent to complete his registration process. After the link is confirmed, the user will be able to login and play the game accordingly.

**Extensions**: If any errors appear in the process two levels of error handling mechanism will function. The first level will be on write, that means the errors are checked synchronously, as the user types the information. The second level will check the data in deep, that meaning it will query the database to see if that email or username already exists.

**Use case**: ***Buildings***

**Level**: Summary

**Primary actor**: End user

**Main success scenario**: The user enters the buildings panel where he can see the current constructed buildings, but also what type of buildings he can currently build. The type of buildings he can currently build depends on the level of other basic infrastructure elements and the technological advancement of the player. To build a new structure, the user will have to go in a building manager where he can see the available buildings separated into classes. The user drags the building to a specific location on the map and if the location is available the construction will begin there.

**Extensions**: Having the buildings separated into classes so the user can choose more faster what type of building he would like to build.

# UML Use-Case Diagrams



