- Use Case: Authenticate player
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- Cross-reference: Issue #3
- Purpose: Login user and register new user
- Overview: The registered user presses the login button. The system requires his/her credentials and validates them through the database. If the validation fails, the user enters the credentials again. If the validation succeeds, the player is taken to the main menu screen. The unregistered player creates an account by entering required credentials. The system verifies if the account already exists. If it does, the player enters another email/username. If the account does not exists, a new one is created and the player is now automatically logged in. The player is taken to the main menu screen.
- Actors: Registered player, New player
- Pre-conditions: The database is running and it is able to check if the user's input is correct.
- Post-conditions: The registered player is logged in, the new player is registered and after that, logged in.