

1

Title:	Display Login Error
Description:	Displays an error when login credentials don't match any in the database
System Under Design:	Squared System
Primary Actor:	Squared Users
Participants:	Squared Users
Goal:	to Inform the person trying to login that the information they entered is invalid
Following Use Cases:	Extends "Login"
Invariant:	Must be logged out, connected to internet
Precondition:	Must be logging in
Success Postcondition:	N/A

STEPS: 1. User attempts to Login 2. System compares the credentials entered to the credentials in the database 3. The system can't match the credentials to an account 4. The system displays a login error message	ALTERNATIVES:
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2

Title:	Use Chat
Description:	The chat allows the players and potential spectators to communicate with each other with typed messages.
System Under Design:	Squared System
Primary Actor:	Squared Player sending the message
Participants:	Squared Players receiving the message
Goal:	Communicating with the opponent and it will reach the other user in less than 5 seconds.
Following Use Cases:	N/A
Invariant:	The user has a stable internet connection, is in a game, and has Javascript enabled
Precondition:	N/A
Success Postcondition:	N/A

STEPS: 1. The user clicks on the chat bar on the bottom of the chat box. 2. The system asks "Type your message". 3. The user presses enter to send the typed message. 4. The system sends the message to each player and displays it in chat.	ALTERNATIVES:
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3

Title:	Roll Die
Description:	Rolls a die that can roll 1 through 6.
System Under Design:	Squared System
Primary Actor:	Squared Player
Participants:	Squared Player (it's their roll)
Goal:	To get a random number 1 through 6 to find out how many cells the player can take or if the turn will be skipped.
Following Use Cases:	Includes "Show Possible moves"
Invariant:	Internet connectivity, API server is responding, Javascript is enabled, and It is the player's turn.
Precondition:	N/A
Success Postcondition:	Show Possible moves

STEPS: 1. User presses the roll button. 2. Die Roll System will roll the die 3. Die Roll System will display the number rolled 4. Die Roll System will pass on the roll	ALTERNATIVES:
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4

Title:	Show Possible Moves
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STEPS: 1. User presses a position they want to move to 2. System records that position and sends it to get verified	ALTERNATIVES:
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6

Title:	Verify Position
Description:	This will verify if the chosen position can be reached with the die roll received
System Under Design:	Squared System
Primary Actor:	Squared Player whose turn it is
Participants:	Squared Players
Goal:	To stop players from moving to positions that shouldn't be reachable with the die roll they got
Following Use Cases:	Included by "Pick Position"
Invariant:	Must be in a game and users turn
Precondition:	User Picked Position
Success Postcondition:	Display error is sent or the character is moved

STEPS: 1. System receives position and die roll 2. System verifies if the position can be reached with the amount of moves the user has	ALTERNATIVES: 3a. If position is valid: move character to the position 3b.If position is invalid: Send an error message and ask for another position.
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7

Title:	Login
Description:	Login to a specific account

STEPS: 1. System deemed chosen position invalid 2. System displays an error message 3. User dismisses the message and picks another position	ALTERNATIVES:
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9

Title:	Verify Credentials
Description:	This verifies the credentials entered in the cases of logging in and registering
System Under Design:	Squared System
Primary Actor:	Squared Players
Participants:	Squared Players
Goal:	To make sure two accounts aren't created with the same email and admit access to those who enter their credentials correctly
Following Use Cases:	Included by "Log in" and "register account"
Invariant:	Stable internet connection,
Precondition:	Log in attempt, register attempt
Success Postcondition:	admitted to your account

STEPS: 1. User Logs in or Registers for an account 2. System takes entered credentials and compares them to a database	ALTERNATIVES: 3a. If credentials are approved, user is admitted into their account 3b. If credentials aren't approved, the user is prompted to login/register again.
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10

Title:	Register Account
Description:	This allows the user to register for an account

