

# Use case diagram

- **Profile management:** user can decide between log in or create a new user
  - Login: user has to enter its credentials or enter as guest player
  - Signup: user create a new profile by entering its username and password
- **Problem management:** here the user can load an existing problem or create a new one
  - Create: user will be able to design a problem from blank
  - Modify: user can design a problem from an existing one
  - Delete: user can erase a problem from database
  - Save: user can store a problem, even if it's completed or it's not
  - Verify: user can do a verification process of its unverified problems
    - Free movement of pieces: user can move pieces wherever it decides
- **Game management:** user can set game settings and then play
  - Define players: user decide the players' settings
    - Define color: user decide the color of each player
    - Define player: user can define what type of player will play
      - Player login: a second user logs in to play with
      - Select IA: user define what level of IA will play against
  - Load problem: user can select a problem to play from database
  - Play problem: user play the game
    - Restart: user can reset the game
    - Quit: user can leave the game
    - Movement of pieces: user can move its pieces according to the rules
- **Consultation:** user can choose between statistics
  - Problem statistics: user can search statistics, sorted by problem
  - Player statistics: user can look statistics of other players, and itself

