Use Cases

1.) Register - Alber

Use Case Name	Register Account
Scope	Chad Game System
Level	User-goal
Primary Actor	Player
Stakeholders	Player: wants to register on the platform to play the game
Preconditions	1. Player should have a valid email id 2. Player should not be a registered member of the platform
Post conditions	Player should be able to have a new account
Main Flow	1. Player accesses register tab on the platform 2. Player fills all the required fields to register 3. System validates the input fields and register the player on the platform
Alternative Flows	1a. Player enters invalid format for any of the required fields 1. Displays error 2. System prompt the player to re-enter the required field
Special Requirements	None
Technology and Data Variations	None

Frequency of Occurrence	Once per player

2.) Log in - Zach

Use Case Name	Log in
Scope	Chad game system
Level	User-goal
Primary Actor	Player
Stakeholders	Player: Wants to be able to be recognized by the system by logging in with his unique credentials.
Preconditions	1. Player needs to have access to the login portal 2. Player trying to log in needs to have an active, registered account
Postconditions	Player is logged into the system and now able to access system features.
Main Flow	1. Player accesses log in portal and inputs username and password 2. System validates account name exists and password is exactly correct 3. Home page is displayed

Alternative Flows	1a. Player forgot username or password:
	    1. Display error
	    2. Attempt to recover username or password
	2a. Username and password do not exactly match
	    1. Display error

	2. User tries different password
Special Requirements	None
Technology and Data Variations	Verify username and password: 1. Username exists & 2. Password matches username
Frequency of Occurrence	Whenever login is attempted

3.) Log out - Zach

Use Case Name	Log out
Scope	Chad game system
Level	User-goal
Primary Actor	Player
Stakeholders	Player: Wants to be able to log out of the system so his/her profile cannot be accessed by someone else.
Preconditions	1. Player needs to currently be logged in
Postconditions	Player is logged out of the system and now unable to access system features.
Main Flow	1. Logged in player logs out 2. Log in portal is displayed

Alternative Flows	None
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Whenever logout is attempted

4.) Create new game - Shun

Use Case Name	Create new game
Use Case No	4
Scope	Chad game system
Level	User-goal
Stakeholders	Player: User should create a game that he or she can invite players.
Primary Actor	Player
Pre-Condition(s)	1. User should already login to the platform
Main Flow	1. Users can create the game by click "Create new game" 2. It will create a board and initialize the board 3. Load the creator's log to store the history

Alternative Flow	None
Technology and Data Variations	None
Post-Condition(s)	The game will be created and creator can already invite players
Frequency of Occurrence	Whenever player tries to create new game
Special Requirements	None

5.) Invite player - Martin

Use Case Name	Invite player
Use Case No	5
Scope	Chad game system
Level	User-goal
Stakeholders	Player: Wants to be able to be invite his or her friends as one of the players in the game.
Primary Actor	Player
Pre-Condition(s)	Player is logged into the system and created a new game.
Main Flow	1. Player has an access to invite another player as his or her opponent in this game. 2. Friend will receive an invitation box from the player.

Alternative Flow	Player can cancel his invitation and invite another player.
Technology and Data Variations	None
Post-Condition(s)	Friend is invited into the created game, and now the players are able to start it.
Frequency of Occurrence	when the position of opponent is available because only two players in one game.
Special Requirements	None

6.) Accept/Reject invitation - Martin

Use Case Name	Accept/Reject invitation
Use Case No	6
Scope	Chad game system
Level	User-goal
Stakeholders	Player: Wants to be able to Accept/Reject the invitation from his friend.
Primary Actor	Player
Pre-Condition(s)	Player is also logged into the system.
Main Flow	1. Player can see a invitation box on the screen, then the player could choose accept or reject button. 2. If the player choose accept, player will be invited to a created game 3. If the player choose reject, play will stay on the same page.

Alternative Flow	None
Technology and Data Variations	None
Post-Condition(s)	1. If the player accept the invitation, player is invited into the created game, and now the player is able to start it. 2. If the player reject the invitation, there is no change.
Frequency of Occurrence	whenever another player send invitation
Special Requirements	None

7.) Quit game - Shun

Use Case Name	Quit game
Use Case No	7
Scope	Chad game system
Level	User-goal
Primary Actor	Players
Stakeholders	Players: who wants to quit the game

Pre-Condition(s)	1. Players should already joined a game, at least a creator
Main Flow	1. Player quits game 2. Game ends 3. Game is recorded as a lose for the quitting player
Alternative Flow	None
Technology and Data Variations	None
Post-Condition(s)	The game will quit. All the player will out of the game.
Special Requirements	None
Frequency of Occurrence	Whenever player decides to quits game

8.) Unregister account - Alber

Use Case Name	Unregister Account
Scope	Chad Game System
Level	User-goal

Primary Actor	Player
Stakeholders	Player: wants to unregister from the platform
Preconditions	1. Player should be a registered member of the platform 2. Player should be logged in
Post conditions	Player should be able to unregister account
Main Flow	1. Player unregisters his/her account 2. System redirects the player to login page
Alternative Flows	None
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Once per player

9.) View profile - Paul

Use Case Name	View Profile
Scope	Chad game system
Level	User-goal

Primary Actor	Player
Stakeholders	Player: Wants to see nickname and game history of themselves or another registered player.
Preconditions	1. Player doing the viewing is a registered player
Postconditions	Desired profile is displayed
Main Flow	1. Player requests to see another player's profile 2. System validates requested profile exists 3. Profile is displayed. Profile contains nickname and game history
Alternative Flows	1a. Requested Profile does not exist: 1. Display error
Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	Whenever requested by a user

10.) Start Game - Paul

Use Case Name	Start Game
Scope	Chad Game System

Level	User-goal
Primary Actor	Player
Stakeholders	Players: want to play the game
Preconditions	1. Enough players have joined the game to play
Postconditions	1. A player has won the game 2. Game history has been recorded
Main Flow	1. Players take turns making moves until a player wins the game 2. Record game history in both players' profiles

Alternative Flows	1a. A player quits the game
	    1. Game ends
	    2. Record game as a loss for the quitting player, a win for the other player

Special Requirements	None
Technology and Data Variations	None
Frequency of Occurrence	As often as players wish to play