# Use Case – Masterminds

Use Case UC2: Play Game

Level: User-level goal (EBP level)

Primary Actor: Player 2

Other Actors: Player 2, Game AI

Preconditions:

* Game AI or Player 2 has established the Solution in which Player 1 is attempting.

Stakeholders and their interests:

Player 1: wants to win, and understand game mechanics with minimal effort.

Player 2: wants to establish a difficult color combination to guess.

Main Success Scenario (or Basic Flow or “Happy Path”:

1. Player(s) Launch game.
2. Number of players are selected (1 or 2).
3. Player(s) select difficulty.
4. Game solution is established for the player 1 to attempt.
5. Player 1 enters color combination to guess solution.
6. Player guess is compared to solution.
   1. (Player repeats step 5-6 until a correct guess has been established or number have attempts has expired)
7. Game results are displayed to Player(s)
8. Player is prompted to “Restart” or “Quit”.

Extensions (or Alternatives):

a\*. At any time, System fails:  
 1. Player(s) restart game.

4a. Player 2 solution entry.  
 1. Perform use case Solution Generation.

6a. Player entry validation.  
 1.Perform use case Validate User Entry

Special Requirements:

Clear text that is easily readable  
 Sufficient color contrast to differentiate game pieces

Technology and Data Variations:

Peg selection by mouse or keyboard

Frequency:

Continuous

Open Issues:

N/A

References:

Last Year’s SAAD course Written Use Case Example as provided by David Russel