Purpose

The purpose of this document is to capture the flow of events of the "Top Trump" game in a command line (cl) mode, with an expert cl user.

With this document, the goal is to enlighten the UML diagram and the necessary classes.

The events are going to be presented as stories from the "cl" user point of view and what the user expects to see in the command line.

1   Open the game

A/A	*comments*	**command line window**
1	$	*(* java TopTrumps.jar -c)
	welcome msg:	–Welcome–
		–Are you ready to play Top Trumps?–
2	showMenu()	type the number and press enter
	getAction()	1.- Play new game
		2.- View past statistics
		3.- Quit the game
3	$ newGame()	1
4	loadCards()	*"the controller initiates the model class for a newGame()"*
5	showGameStatus()	Round 1. Your opponents are:
		Computer 1, ... Computer 4
6	activePlayer()	**Your are not/are the active player**
7	nextCard()	Pick next Card (press Enter)
8	if active==TRUE	Select a category and press Enter:
		a.1 b.3 c.1
		d.2 e.0 f.6
9	showResult()	**You WON/lost this round/**
		There is a DRAW. Continue with the next card.

Continue the loop from step 5. until the user is the WINNER or is ELIMINATED by the computer.

A/A	*comments*	**command line window**
10	$	CONGRATULATIONS YOU WON THE GAME
11	getAction()	What do you want to do: Type the number and press Enter 1. Play new game 2. View past statistics 3. Quit