USE CASE NARRATIVES

Use Case 1: SelectLevel

Primary Actor: Player

Stakeholders and Interest:

-Player: Wants to select a level.

Pre Conditions: Game must be started

Level screen must be faced.

Post Conditions: Game startes accordingly with the level selected.

Main Succes Screnerio

1. Player presses the “play” button.
2. Player faces level screen peacefully.
3. Player selects the level that he wants to play.
4. After selecting level, player faces confirmation screen.

Alternative Flows

4) If selected level is unlocked;

1) Player faces error screen which states that level is unlocked.

2) Player returns to second stage.

Use Case 2: StartGame

Primary Actor: Player

Stakeholders and Interests:

-Player wants to play starts the game.

Pre Conditions: Level confirmation is done

Post Conditions: Board created according to level with random Lokums.

Main Succes Screnerio

1. Player presses the “start” button.
2. Player faces board.

Alternative Flows

1) If player presses “cancel” button;

1)Player returns to level selecting page.

Use Case 3: Move

Primary Actor: Player

Stakeholders and Interests:

-Player wants to move the lokums

Pre Conditions: Game must be started.

There must be move left.

Post Conditions: Board is redrawn.

Score is updated correctly.

Main Success Scenerio

1) Player clicks delicous lokum.

2 )Player clicks another lokum which he wants to swap in order to bomb lokum sequence.

3) 3 lokums bombed and randomly three lokums go down.

4) Score is updated

Alternative Flows

2) If there is no lokums to bomb after swapping;

1) Lokums turn back to their original locations.

3a) If there is 4 lokums to be bombed;

1) Four lokums bombed.

2) 1 stripped lokum created.

3) Randomly 3 lokums go down.

4) Bonus score is obtained accordingly

3b)If there is 5 lokums in t shape to be bombed;

1) 5 lokums bombed.

2) 1 wraped lokum is created.

3) Randomly 4 lokums go down.

4) Bonus score is obtained.

3c) If there is 5 lokums in straight shape to be bombed;

1) 5 lokums bombed.

2) 1 color bomb lokum is created.

3) Randomly 4 lokums go down.

4) Bonus score is obtained.