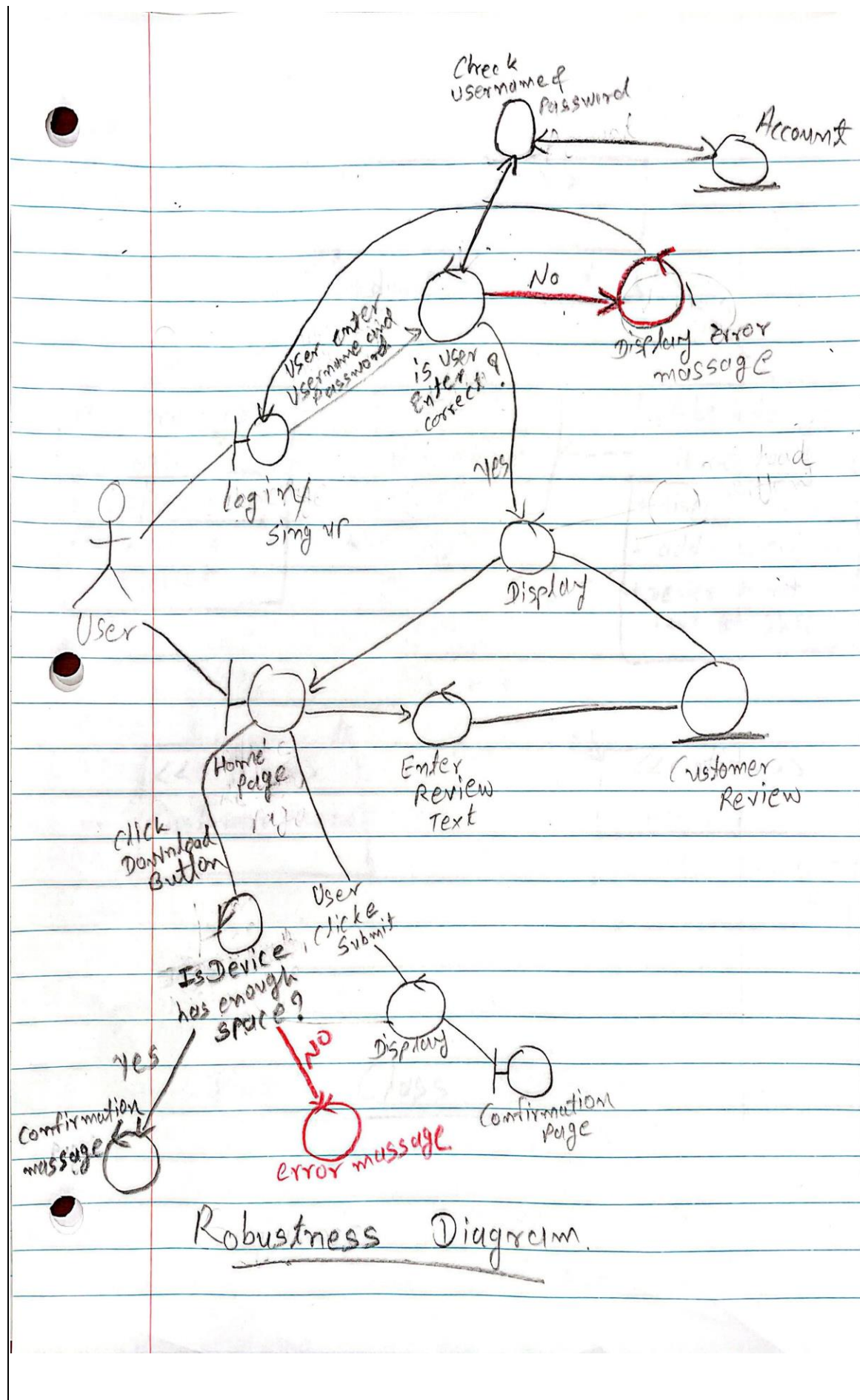# Use Case(For Website):

BASIC COURE:

The System shows Login page to user. The user clicks the login button on the Login page. The System checks from Account if entered information is correct or not and then displays Homepage. The user clicks Download button on homepage. The system checks if the device has enough space to download the game and displays customer reviews and write review space on home page. The user enters review and clicks submit button on home page. The system added the review in customer review and display confirmation page.

ALTERNATE COURSES:

Incorrect User Id or Password: The System shows error and asks the user to enter user Id or Password again.

User's device does not have enough space and click download button: The System shows error message saying, "make enough space on device".

Robustness Diagram
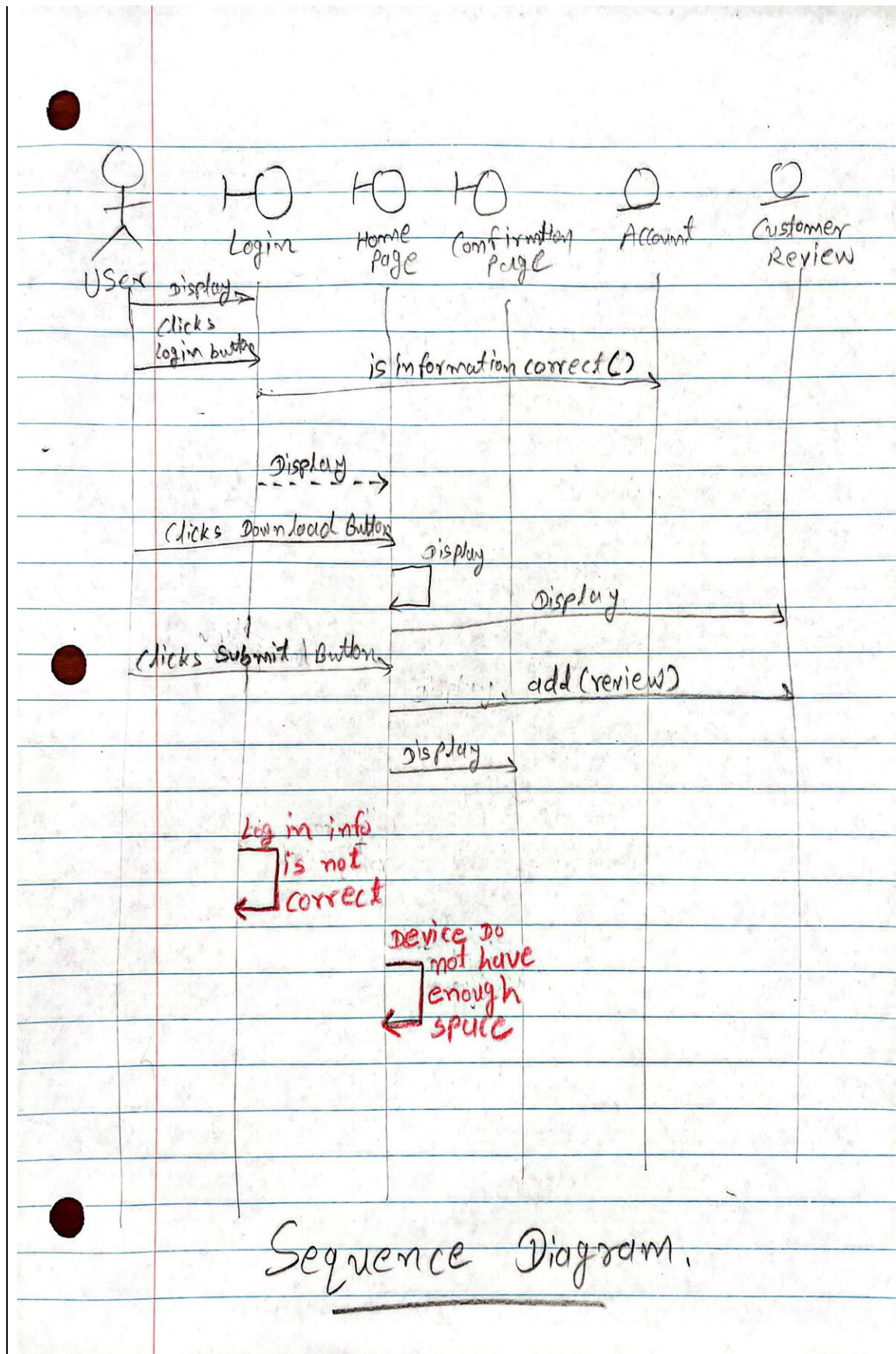
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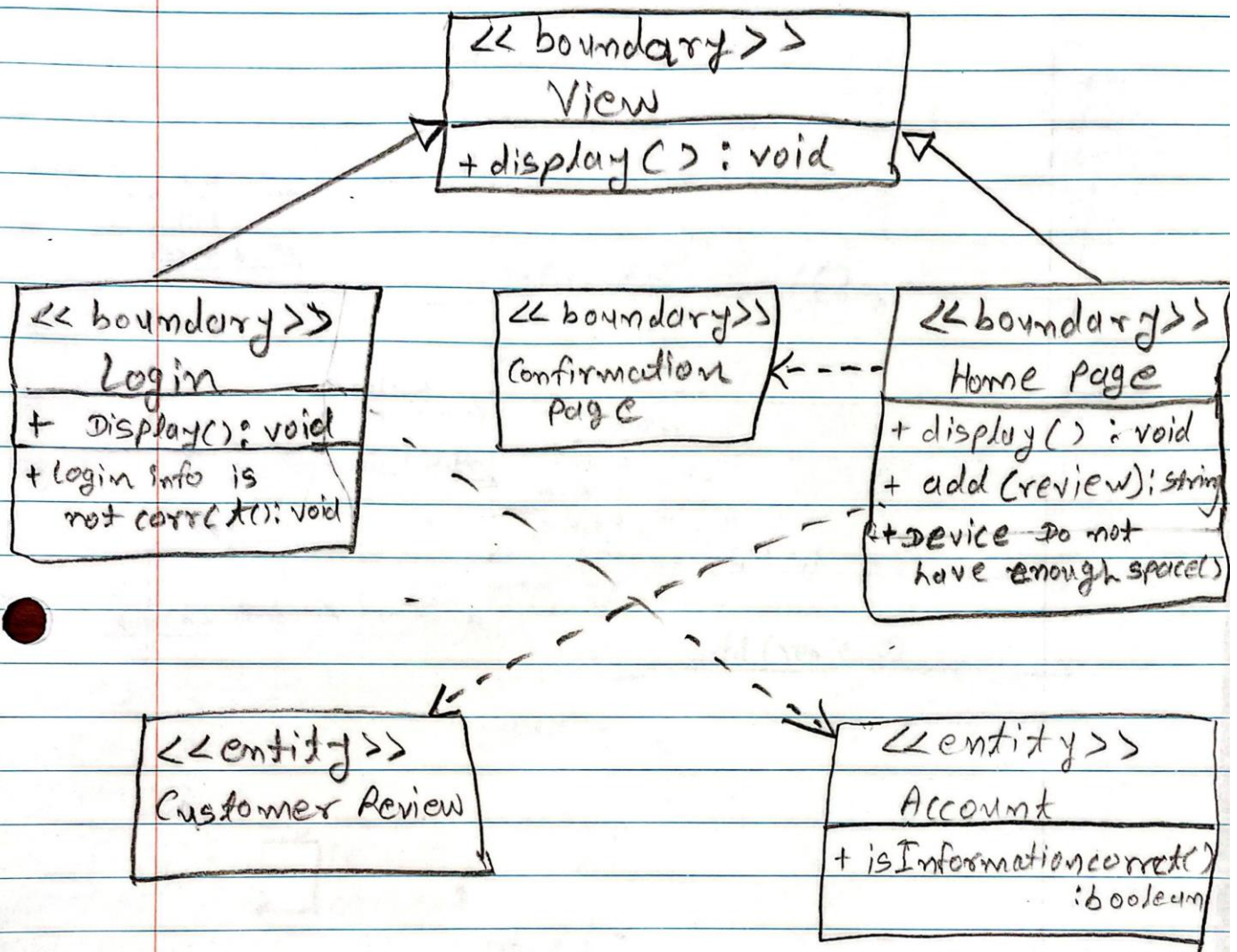

Sequence Diagram.

```
+------------------------+
|     << boundary >>     |
|         View           |
+------------------------+
| + display ( ) : void   |
+------------------------+
```

```
+------------------------+     +------------------------+     +------------------------+
|    << boundary >>      |     |    << boundary >>      |     |    << boundary >>      |
|        Login           |     |     Confirmation       |     |       Home Page        |
+------------------------+     |        Page            |     +------------------------+
| +  Display ( ) : void  |     +------------------------+     | + display ( ) : void   |
+------------------------+                                    | + add (review) : string|
| + login info  is       |                                    | + Device Do not        |
|   not correct ( ) : void|                                   |   have enough space( ) |
+------------------------+                                    +------------------------+
```

```
+------------------------+              +------------------------+
|     << entity >>       |              |      << entity >>      |
|   Customer Review      |              |       Account          |
+------------------------+              +------------------------+
                                        | + is Information correct( )|
                                        |               : boolean|
                                        +------------------------+
```

Static Class Diagram.

Framework/Architecture:

- Project divided into two disciplines :
  - Video Game :
    - Unity Game Engine, written using C#, HLSL.
  - Website Integration :
    - React, JavaScript, HTML, Google Cloud, CSS