**Event Table**

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| **Event** | **Trigger** | **Source** | **Use Case** | **Response** | **Destination** |
| Interacting with customers | Customer spawns | Customer | Interacts with customer | Customer interaction | Player |
| Choosing medicine | Player sees prescribed medicine in inventory | Player | Chooses medicine | Selecting medicines | Player |
| Gives the medicine to the customer | Player chose the medicine from the stock room | Player | Gives medicine to customer | Get medicine | Customer |
| Gaining powerups | Random powerups spawn | Powerup | Gains powerup | Get powerup | Player |
| Using powerups | Player activates the powerup/s | Player | Uses powerups | Use powerup | Player |
| Finishes level | Level completed | Level | Player finishes level | Level finished | Player |
| Upgrading inventory | Player finished stage level | Player | Upgrades Inventory | Upgrade inventory | Player |

**Use Case Full Description**

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| --- | --- |
| Use Case name | Interacts with customer |
| Scenario | Player chooses which customer they would assist |
| Triggering Event | Customer spawns |
| Brief Description | A customer would appear on screen for the player to interact with. |
| Actors | Player |
| Related Use Cases | Chooses medicine |
| Stakeholders | Player |
| Preconditions | A customer should spawn first |
| Post conditions | Customer would show prescription |
| Flow of Activities | * A customer would appear in front of the player * The player may choose which customer would they click * The customer’s prescription would now appear on screen. |
| Exception Condition |  |

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| Use Case name | Chooses medicine |
| Scenario | Player picks the prescribed medicine for the customer |
| Triggering Event | Player sees prescribed medicine in inventory |
| Brief Description | The player would choose the prescribed medicine the customer needs. |
| Actors | Player |
| Related Use Cases | Interacts with customer |
| Stakeholders | Player |
| Preconditions | Customer would show prescription |
| Post conditions | Player gives the medicine to customer |
| Flow of Activities | * The player goes to the stock room to check if medicine is available * Medicine would be picked * Player would give the medicine to the customer |
| Exception Condition | The player has no stock of the medicine |

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| --- | --- |
| Use Case name | Gives medicine to customer |
| Scenario | The picked medicine would be given to the customer |
| Triggering Event | Player chose the medicine from the stock room |
| Brief Description | The prescribed medicine would be given to the customer |
| Actors | Player |
| Related Use Cases | Chooses medicine |
| Stakeholders | Player |
| Preconditions | The player chose the prescribed medicine |
| Post conditions | The customer would pay money for the medicine and leave |
| Flow of Activities | * The medicine would be given to the customer * The customer would be satisfied and pay for the item and leave |
| Exception Condition | The player has no stock of the medicine |

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| --- | --- |
| Use Case name | Gains powerup |
| Scenario | Randomly customer leaves powerups |
| Triggering Event | Gaining powerup |
| Brief Description | The player picks up the power up |
| Actors | Player |
| Related Use Cases | Uses powerups |
| Stakeholders | Player |
| Preconditions | The powerup has been spawned |
| Post conditions | The powerup is activated |
| Flow of Activities | * The power is spawned * The player picks up the powerup |
| Exception Condition | The player didn’t picked up the powerup |

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| --- | --- |
| Use Case name | Uses powerups |
| Scenario | Player would gain an advantage in playing by activating powerups |
| Triggering Event | Player activates the powerup/s |
| Brief Description | The player would choose to use the powerup whenever they need to. |
| Actors | Player |
| Related Use Cases | Gains powerup |
| Stakeholders | Player |
| Preconditions | The player would randomly gain powerup from the customer |
| Post conditions | The player would have a limited time of playing advantage per stage |
| Flow of Activities | * The player would gain a powerup from the customer via random drop rate * The powerup would be activated once the player uses it. * The activated powerup would have a short time limit before it expires |
| Exception Condition | The player has not gain any powerup |

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| Use Case name | Player finishes level |
| Scenario | The player reaches the end of the level |
| Triggering Event | Level completed |
| Brief Description | The player completes all task in the level |
| Actors | Player |
| Related Use Cases | Upgrades inventory |
| Stakeholders | Player |
| Preconditions | The player completes all task in the level |
| Post conditions | Player would be taken to the next stage with the improved inventory |
| Flow of Activities | * The player clears all the needed tasks |
| Exception Condition |  |

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| --- | --- |
| Use Case name | Upgrades inventory |
| Scenario | Player would restock, new medicine, or gain additional powerups in exchange for money |
| Triggering Event | Player finished stage level |
| Brief Description | After the stage level, whether win or lose, the player would be taken to the shop screen and choose to either upgrade stock limit, gain new type of medicine or powerup, or gain new kinds of medicine. |
| Actors | Player |
| Related Use Cases |  |
| Stakeholders | Player |
| Preconditions | Finishes stage level |
| Post conditions | Player would be taken to the next stage with the improved inventory |
| Flow of Activities | * The player finishes the stage level and would trigger the shop screen automatically * The player may choose to upgrade inventory, restock items, or gain new medicine or powerup. * Player would be taken to the next stage level |
| Exception Condition | The player quit the stage level |

**Test Case**

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| **TC ID** | **Condition being tested** | **Expected Results** |
| AY - 01 | Display Main menu | Page displaying the game’s background and start button |
| AY – 01-B | Start game button | Moves to the game screen |
| AY-02 | Display game screen | Page displaying the main game |
| AY-02-B | Pause game button | Moves to the pause screen |
| AY-02-C | Display Pause screen | Page display mid game |
| AY-03 | Display Inventory | Page displaying the in game inventory |
| AY-03-B | Upgrade button | Upgrades the selected item/s |
| AY-04 | Quit button | Exits the game |