

1 Functional requirements

1.1 - View menu

Scenario: View menu

Trigger: The user starts the application.

Precondition: None

Basic path: The user starts the application. When the app launches, the menu will be shown.

Status on completion: The game activity should be started and loaded and the menu should be shown

1.2 - See the highscore

Scenario: View Highscore

Trigger: The user chooses to see the highscore

Precondition: User is viewing an annotation written by another user, user is logged in

Basic path: The user goes to the highscore-scene. When the scene loads the highscores are listed.

Exceptional path: There are no highscores registered. An empty list is shown.

Status on completion: The high-score list is shown.

1.3 - Play game

Scenario: Play game

Trigger: The user starts the game

Precondition: Application has started and is loaded

Basic path: The user starts the game. When the game launches the world, player, enemies and static objects will be shown.

Status on completion: The game is started and the entities start moving

1.4 - Move the player controlled object

Scenario: Play game

Trigger: The user tilts his/her device

Precondition: The game is running

Basic path: The user tilts his/her device and the user controlled object moves accordingly

Exceptional path: The user controlled object collides with another object. See 1.5 and 1.6.

Status on completion: The player has moved.

1.5 - Collision with walls

Scenario: Play game

Trigger: An entity collides with a wall.

Precondition: The game is running, and there are at least one wall and entity.

Basic path: An entity is approaching a wall, and just as it will intrude on the wall, a collision occurs and the entity bounces off the wall.

Status on completion: The entity continues in a different direction.

1.6 - Collision with enemies

Scenario: Play game

Trigger: Player collides with an enemy.

Precondition: The game is running, and there is at least one enemy on the map

Basic path: The player is approaching another object, and just as it will intrude on the other object, a collision occurs and the player dies.

Status on completion: The game is over. See 1.8.

1.7 - Moving enemies

Scenario: Play game

Trigger: The user starts the game.

Precondition: The game is running.

Basic path: As soon as the game is started, enemies will begin to spawn and start to move towards the player.

Status on completion: Enemies are on the map and moving towards the player.

1.8 - Game Over

Scenario: Play game

Trigger: The user dies/loses.

Precondition: The game is running.

Basic path: The player is killed by an enemy and the game stops.

Status on completion: The store highscore screen is shown.

1.9 - Store Highscore

Scenario: Play game

Trigger: The game ends.

Precondition: The user has just lost a game and have reached a top 10 score.

Basic path: The user enters his name and the score is saved.

Status on completion: The high-score list is shown.

1.10 - Pause the game

Scenario: Play game

Trigger: The user pauses the game.

Precondition: The game is running

Basic path: The user chooses to pause the game

Exceptional path: The user gets a call

Status on completion: The game is paused