|  |  |
| --- | --- |
| Use Case Name | Track Score Status |
| Actor | Player(Primary), Game(Secondary) |
| Summary Description | Allow player to see his score during game. |
| Priority | Must Have |
| Pre-Condition: | The player must have started playing the game. |
| Post-Condition | 1. The player is able to see the updated score after answering the correct answer. 2. Score is not changed after selecting wrong answer. |
| Basic Path: | 1. Player starts the application. 2. Player selects new game option. 3. He examines the scene and finds a clue for design pattern answer. 4. He chooses an answer. 5. If the answer is correct, the player is moved to new scene and score is increased by five. 6. If the answer is wrong, there will be no change in score and scene. |

**USE Case Specification:**

Track Score Status:

**USE Case Specification:**

Use Hint:

|  |  |
| --- | --- |
| Use Case Name | Use Hint |
| Actor | Player(Primary), Game(Secondary) |
| Summary Description | Allow player to use only one Hint in game. |
| Priority | Medium |
| Pre-Condition: | The player must have started playing the game.  The player should have not used hint on previous scenes. |
| Post-Condition | 1. Player is able to see Hint as per the scene to help him answer. 2. The Hint is disabled after the hint is used. |
| Basic Path: | 1. Player starts the application. 2. Player selects new game option. 3. He examines the scene. 4. Player needs help in answering. 5. He selects button “Hint” 6. Player sees the hint. 7. The hint numbers changes to 0 and Hint button is disabled. 8. Player answers the question. 9. He will not be able to use hint again in any next scene. |

**USE Case Specification:**

View Menu Options and interaction:

|  |  |
| --- | --- |
| Use Case Name | View Menu Options |
| Actor | Player(Primary), Game(Secondary) |
| Summary Description | Allow player to see menu options after he starts the game. |
| Priority | Must Have |
| Pre-Condition: | The player must have started the game. |
| Post-Condition | 1. Player is able to see “New Game”, “Help”, “Instructions”, “Credits” and “Quit Game” Menu and interact with it. |
| Basic Path: | 1. Player starts the application. 2. Player sees see “New Game”, “Help”, “Instructions”, “Credits” and “Quit Game” menu. 3. He selects Credits and is able to see “Game Credits” 4. He selects Help and is able to see “Design Pattern Catalog” 5. He selects Instructions and is able to see “Instructions to play game” 6. He selects New Game. Then, he is able to start a new game. 7. Or he selects Quit Game and the Game exits. |

**USE Case Specification:**

View Lives Remaining, Timer, Hint and Score in the same canvas:

|  |  |
| --- | --- |
| Use Case Name | View Lives Remaining, Timer, Hint and Score in the same canvas. |
| Actor | Game (Primary), Player(Secondary) |
| Summary Description | Allow player to see Lives Remaining, Timer, Hint and Score in the same canvas. |
| Priority | Must Have |
| Pre-Condition: | The player must have started playing the game. |
| Post-Condition | 1. Player is able to see Lives Remaining, Timer, Hint, and Score in the same canvas to keep track of his progress. |
| Basic Path: | 1. Player starts the application. 2. Player selects new game option. 3. He examines the scene and is able to see Lives Remaining, Timer, Hint, and Score in the same canvas to keep track of his progress. 4. If he answers wrong, the Lives are decremented by one. 5. If the player answers correct, the score will be incremented by five. 6. The times initially kept at 100 is decremented by one at every second. 7. If the player clicks on Hint, Hint is shown. |