

Name: Play game

Context: Sarah will start our game and then play it until she wins.

Primary Actor: Sarah (Game User).

Supporting Actors, Stakeholders: Game, computer.

Precondition: Sarah has a computer with mouse/ keyboard and our game installed.

Minimal Postcondition: Sarah closes the game.

Success Postcondition: Sarah has gathered sufficient evidence and accuses the correct person. End game.

Trigger: Sarah turns on computer and opens game.

Main Success Scenario:

1. Sarah turns on the computer and opens the game. From the game's menu she chooses to start the game.
2. Sarah selects three personality traits from a list:
 - Aggressive
 - To the point
 - Flirty
3. Sarah moves the detective into the cafe.
4. Sarah selects a suspect in the cafe, displaying dialogue options that match her chosen traits. She chooses a question for the detective to ask the suspect.
5. Sarah is told about the location of a clue by the suspect. They said they saw a book in the library.
6. Sarah goes to the library and finds the clue on a table. It is a diary; the *motive clue*. It is added to her inventory.
7. Sarah moves the detective into another room where there are other suspects.
8. Sarah continues to question suspects and collect clues until she thinks she knows who the murderer is, and what the method of murder was.
9. Sarah finds and selects the character she suspects of murder and 'accuses' them. The suspect confesses to being the murderer.
10. Sarah receives a score for successfully completing the game. This is calculated depending on how long it took for her to complete the game, and how many times she has wrongly accused suspects, or accused without enough evidence. End game.

Secondary/ Alternative scenarios:

- 1.1 - 10.1 The system shuts down, or the game ends unexpectedly. Sarah loses her progress and is required to restart the game.
- 3.2 - 9.2 Sarah wants to take a break, so pauses the game.
 - 3.2.1 - 9.2.1 Sarah has a break.
 - 3.2.2 - 9.2.2 Sarah returns back to the game where she left off.
- 1.2 Sarah chooses to view the tutorial before she plays.
 - 1.2.1 The tutorial is presented to her to help her play the game.
 - 1.2.2 Once happy, she returns to the main menu.
- 1.3 Sarah selects the leaderboard from the menu.
 - 1.3.1 Sarah will be shown the leaderboard for the game.
 - 1.3.1 When ready to play, she returns to the main menu.
- 8.3 Sarah cannot find a clue after 5 minutes
 - 8.3.1 She is prompted to talk to a suspect or find a clue by a hint.
- 8.4 Sarah cannot find any more clues, or she still does not know who the suspect is. She gets frustrated and quits the game.
 - 8.4.1 Sarah will return to the main menu.
- 8.5 Sarah cannot figure out who the murderer is, even after all clues have been found.
 - 8.5.1 Sarah must accuse all characters until murderer has been found via process of elimination.
 - 8.5.2 This adds penalty points to Sarah's score.
- 9.3 Sarah accuses the wrong suspect, or doesn't have enough evidence; she cannot talk to this character again until she finds another clue, and she is given a penalty on her score.