Focus Use-case

1. Play game (new)

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| --- | --- |
| Actor | System |
| 1)Actor request to play game |  |
|  | 2)System load game by the way create new box, list shape( 3 shape random) |
|  | 3) system set location for shape1 in box |
|  | 4) system let’s shape1 drop down and set location of shape1 in box again. Then system wait a while(==speed of game). |
| 5)Actor has ability to control shape move to direct she/he want. |  |
|  | 6)The system check collision before move shape if there is collision, do nothing. Otherwise move to direct actor want. |
|  | 7) system override all full lines by all line Above those those when the shape1 in deepest. |
|  | 8) if system still wait return step 4. Otherwise go to step 10. |
|  | 9)system check full a cell(check lose) if full a cell save record into database(rule1) usecase end here. Otherwise update shape1 = shape2 , shape2= shape3 and create shape3 as a new shape( random). Return step 3. |

2)Load game (continue)

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| --- | --- |
| Actor | System |
| 1)Actor request to load game |  |
|  | 2)System load game by the way load box, list shape in database |
|  | 3) system set location in database for shape1 in box |
|  | 4) system let’s shape1 drop down and set location of shape1 in box again. Then system wait a while(==speed of game). |
| 5)Actor has ability to control shape move to direct she/he want. |  |
|  | 6)The system check collision before move shape if there is collision, do nothing. Otherwise move to direct actor want. |
|  | 7) system override all full lines by all line Above those those when the shape1 in deepest. |
|  | 8) if system still wait return step 4. Otherwise go to step 10. |
|  | 9)system check full a cell(check lose) if full a cell save record into database(rule1) usecase end here. Otherwise update shape1 = shape2 , shape2= shape3 and create shape3 as a new shape( random). Return step 3. |

3)Remove history

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| --- | --- |
| Actor | System |
| 1)Actor see hitory |  |
|  | 2)system show all 5-best record |
| 3)Actor request to remove history |  |
|  | 4)system remove all database. Usecase end here |

4)Save game

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| --- | --- |
| Actor | System |
| 1)Actor are playing game |  |
| 2)Actor request to save game |  |
|  | 3)system save data of all shape in list,data of box into database. Usecase end here |

5)pause game

|  |  |
| --- | --- |
| Actor | System |
| 1)Actor are playing game |  |
| 2)Actor request to pause game |  |
|  | 3)system sleep until actor request to resume game |

6)reload game

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| --- | --- |
| Actor | System |
| 1)Actor are playing game |  |
| 2)Actor request to reload game |  |
|  | 3)system create a new list shape and new box  Use-case end here. |