

Use Case Story:

User wants to play a trivia game on a specific topic

Assumption:

User knows something about the selected trivia topic

Steps:

1. User loads front page
2. User clicks “start game”
3. User is trapped in shape
4. User answers question correctly
5. User clicks “try again” for another question

Variable Interactions:

- user leaves shape before answering > “Game Over” alert, page automatically refreshes
- user doesn't know correct answer > “Game Over” alert, page automatically refreshes
- user leaves shape before answering > “Game Over” alert, page automatically refreshes

Click to start game

Answer correctly
(answer incorrectly or leave game
area and game will end)

2+2=

SUBMIT

www.webpage.com says
GAME OVER!

OK

Answer correctly
(answer incorrectly or leave game
area and game will end)

2+2=

5

SUBMIT

www.webpage.com says
GAME OVER!

OK

Answer correctly
(answer incorrectly or leave game
area and game will end)

2+2=

SUBMIT

Answer correctly
(answer incorrectly or leave game
area and game will end)

2+2=

4

SUBMIT



CORRECT!

TRY AGAIN?