

Use Cases

Use Case 1

Use Case: Start Game

Primary Actor: Food truck

Secondary Actor: Game menu

Preconditions:

- The user selects to start the game from the game menu UI

Event flow:

1. Start game is selected from the game menu UI.
2. The game screen replaces the game menu view.
3. The food truck starts at its initial position and the game begins.

Alternate Flow:

- User does not select to start the game while in the game menu.

Use Case 2

Use Case: Loss

Primary Actor: Food truck

Secondary Actor: obstacles (car, potholes, construction zones, etc.)

Preconditions:

- The food truck crashes into too many obstacles

Event flow:

- Food truck moves a unit on the grid.
- Food truck lands on the same position as the obstacle.
- Game over screen is displayed.

Alternate Flow:

- User has not crashed into enough obstacles to trigger a loss.

Use Case 3

Use Case: Pick up food

Primary Actor: Food Truck Driver

Secondary Actor: Food supplier (buildings that provide food to be picked up)

Preconditions:

- The food truck is on the road and has an accessible route to the pick up location of the food
- The food supplier has food that needs to be picked up

Event flow:

1. The food truck driver starts at a road on the map.
2. The driver drives the food truck to the pick up location.
3. The driver arrives at the location and picks up the food.

Alternate Flow:

- If traffic or other obstacles such as potholes prevent the driver from reaching the location, the driver may need to drive an alternative route or wait at times to reach the pick up location of the food.
- Driver may fail to avoid obstacles leading to a loss of points on its way to pick up the food
- If a repeated number of collisions are made or a negative score is reached, the game will end at a loss and the driver will not be able to pick up the food.

Use Case 4

Use Case: Collecting bonus ingredients/recipes

Primary Actor: Food Truck Driver

Secondary Actor: n/a

Preconditions:

- There is a bonus on the road available to be picked up
- The food truck is on the road and has an accessible route to the location of the bonus

Event flow:

1. The food truck driver starts at a road on the map.
2. The driver drives the food truck towards the pick up location.
3. The driver arrives at the location and picks up the bonus.

Alternate Flow:

- If traffic or other obstacles such as potholes prevent the driver from reaching the bonus, the driver may need to drive an alternative route or wait at times to reach the pick up location of the bonus.
- Driver may fail to avoid obstacles leading to a loss of points on its way to pick up the food
- If a repeated number of collisions are made or a negative score is reached, the game will end at a loss and the driver will not be able to pick up the bonus.