|  |  |
| --- | --- |
| Name: | Load Free Game |
| Summary: | Open the free version game application |
| Version: | 1.0 |
| Preconditions: | System displays the free game application icon |
| Triggers: | User selects the free game app icon |
| Main Success Scenario: | 1. System builds the user interface 2. System displays the user interface |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Set Free Game Difficulty |
| Summary: | Set the free game difficulty before starting the game |
| Version: | 1.0 |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Difficulty” option |
| Main Success Scenario: | 1. System sets the difficulty that the user selected |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Exit Free Game |
| Summary: | Close the game app |
| Version: | 1.0 |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Exit” option |
| Main Success Scenario: | 1. System exits the user interface |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System exits 2. App is closed |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Play Free Game |
| Summary: | The user starts playing the game |
| Version: | 1.0 |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Play” option |
| Main Success Scenario: | 1. System displays the timer 2. System displays the rhythmic notation image 3. System displays the score 4. System displays the pause button 5. System displays the resume button |
| Alternative Success Scenarios: | 1. The user pauses the game 2. The user resumes the game 3. The user closes the game |
| Post Conditions: | 1. System stops the game 2. System displays the overall score 3. System displays the menu |
| Notes: |  |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Load Premium Game |
| Summary: | Open the premium version game application |
| Version: | 1.0 |
| Preconditions: | System displays the premium game application icon |
| Triggers: | User selects the premium game app icon |
| Main Success Scenario: | 1. System builds the user interface 2. System displays the user interface |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Set Premium Game Difficulty |
| Summary: | Set the premium game difficulty before starting the game |
| Version: | 1.0 |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Difficulty” option |
| Main Success Scenario: | 1. System sets the difficulty that the user selected |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Play Premium Game |
| Summary: | The user starts playing the game |
| Version: | 1.0 |
| Actor: | Any user |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Play” option |
| Main Success Scenario: | 1. System displays the timer 2. System displays the rhythmic notation image 3. System displays the score 4. System displays the pause button 5. System displays the resume button |
| Alternative Success Scenarios: | 1. The user pauses the game 2. The user resumes the game 3. The user closes the game |
| Extension Points: | 1. Branching action: The user plays online with friends 2. Branching action: The user saves the game |
| Post Conditions: | 1. System stops the game 2. System stores the level and scored achieved from the user 3. System displays the overall score 4. System displays the menu |
| Notes: | The game starts in the most recent level saved with overall score achieved |
| Author: | Brian Perry |
| Date: | November 18, 2016 |

|  |  |
| --- | --- |
| Name: | Exit Premium Game |
| Summary: | Close the game app |
| Version: | 1.0 |
| Preconditions: | 1. System displays the name of the app 2. System displays the rhythmic notation logo image 3. System displays the menu |
| Triggers: | User selects the “Exit” option |
| Main Success Scenario: | 1. System exits the user interface |
| Alternative Success Scenarios: |  |
| Post Conditions: | 1. System exits 2. App is closed |
| Author: | Brian Perry |
| Date: | November 18, 2016 |