Use Case Scenarios

Scenario #1 – Local/All time high-score

1. Player opens up high-score menu
2. Find player name

Pragmatic flow –

A1. Cannot connect to high-score

* + Make sure device has internet access

A2. Doesn’t submit players score

* + Make sure device has internet access

Scenario #2 – Upgrade Tower

1. Player selects tower
2. Player presses upgrade
3. Tower gets upgraded
4. Currency decreases

Pragmatic flow –

B1. Player doesn’t have enough currency

* + Player must play more

B2. Towers maxed level

* + Player must buy another tower

B3. Player cannot upgrade tower

* + Player must buy tower first

Scenario #3 – Delete/Sell Tower

1. Player selects tower
2. Player presses sell/delete
3. Player receives X amount of currency
4. Tower is deleted from map

Pragmatic flow –

A1Player can’t delete/sell tower

* + Player must buy tower first

Scenario #4 – Purchase Tower

1. Player selects location of tower
2. Player selects desired tower
3. Tower gets placed
4. Currency gets decreases

Pragmatic flow –

B1. Player doesn’t have enough currency

* + Player needs to play more

A1. Player selects wrong location

* + Select different location

B2. Player selects wrong tower

* + Sell tower and rebuy it

A2. Tower cannot be placed at desired location due to place being occupied

* + Select different location

Scenario #5 – End Game

* Presses “end game” button or loses
* Go back to the main menu

Pragmatic flow –

* /////////////

Scenario #6 – Start Round/Wave

1. Player finishes last round
2. Player gets 60 seconds to make adjustments
3. Player can start round early via button otherwise round will start automatically
4. Enemies begin to spawn

Pragmatic flow –

C1. Cannot start next round

* + Player must finish current round

Scenario #7 – Change map

1. Player starts game from main menu
2. Player selects desired map
3. Player clicks begin round button

Pragmatic Flow –

B1. Player chooses wrong map

* + Exit game and start over/select different map