

Brief use-case BUC-1: Play the Game

A user starts the game. The app shows the main screen with the options like “start a new game” and “see the best results”. The player chooses the “start a new game” option. The application shows a game screen with a set of targets and a space ship. The targets are disposed on different levels down from the top of the screen, and they have different values for the “hits needed to destroy the target” parameter. They are moving from one side of the screen to another in random directions with random speeds. The space ship is disposed at the bottom line of the screen. The user manipulates the space ship by pressing the left, right, down and space bar keys. Space ship moves right and left, and shots bullets to hit targets.

If a target is hit by a bullet, both the target and the bullet disappear, and 3 points are being added to the score. Bonus boxes appear instead of hit targets occasionally, and slowly fall down.

If a bullet reaches the top of the screen not having hit any target, 1 point is being subtracted from the score.

If the space ship touches a bonus box, it activates one of the different bonus effects, which affects the behavior either of the ship, targets or bullets.

The player presses the “Q” button. The app stops the game. If player’s score is higher than the lowest score in the best results file, the app shows a window prompting the user to input his name. The player inputs his / her name. The app saves the name and the score to the file.