Wednesday 30th January, 2019 3:00pm

Use Cases:

1. Start Game
2. Board is displayed
3. Clue is displayed
4. Clue is validated
   1. If bad, turn passed and an opponent’s a card revealed
   2. If good, continue
5. Guess are made
   1. If guess is your team
      1. Card is revealed
      2. Number of revealed card increments
      3. If card is your team and have more guesses go back to 5.
   2. If the card is opposing team
      1. Opposing teams revealed card count increments
      2. Turn ends
   3. If the card is civilian
      1. Turn ends
   4. If the assassin card is revealed
      1. Game ends
6. End Game
   1. One team reveals all their cards
   2. The assassin is revealed
7. Winner
8. Switch Team

Use Case 1: Start Game

|  |  |
| --- | --- |
| Description | The user commences the game |
| Actors | User (previously player) |
| Pre-Conditions | None |
| **Flow of Events** |  |
| Basic Path | The user clicks ‘Start Game’ |
| Alternative Paths | None |
| Post-Conditions | * The Board is initialized. * The first Spymaster can reveal a clue. |
| **Related Use Cases** |  |
| Used Use Cases | None |
| Extending Use Cases | None |

Use Case 2: Reveal Clue

|  |  |
| --- | --- |
| Description | The Spymaster issues a clue |
| Actors | Spymaster |
| Pre-Conditions | * The board initialised * It’s the Spymaster’s turn to play |
| **Flow of Events** |  |
| Basic Path | 1. The word(s) which comprise the clue is displayed 2. The number of cards related to the clue is revealed 3. The system checks to see if the clue is valid |
| Alternative Paths | Alternative 1:   * If the clue is not value, a card belonging to the opposing team is revealed. * The turn is passed to the opposing spymaster.   Alternative 2:   * The clue is valid * Game play continues |
| Post-Conditions | * A clue has been revealed * The Spymaster’s turn has ended |
| **Related Use Cases** |  |
| Used Use Cases | None |
| Extending Use Cases | None |

Use Case 3: Card Reveal

|  |  |
| --- | --- |
| Description | The operative picks cards to be revealed |
| Actors | Operative |
| Pre-Conditions | * The Spymaster has given a valid clue and number of guesses * It is the operatives turn to play |
| **Flow of Events** |  |
| Basic Path | 1. The operative picks a card on the board based on the clue 2. The system reveals the contents of the card 3. If the card chosen belongs to the operative’s team. The operative’s reveal count increments. 4. The operative gets to reveal another card |
| Alternative Paths | Alternative 1:   * If the operative has depleted their chances to guess, they cannot reveal another card.   Alternative 2:   * If the operative reveals the opposing team’s card; the opposing teams reveal count is incremented. * The operative’s turn ends.   Alternative 3:   * If the operative reveals a civilian card: * The operative’s turn ends   Alternative 4:   * If the operative reveals the assassin, the game ends. * The operative’s team loses |
| Post-Conditions | * A clue has been revealed * The Spymaster’s tun has ended |
| Related Use Cases | None |
| Used Use Cases | None |
| Extending Use Cases | None |

Use Case 4: End Game

|  |  |
| --- | --- |
| Description | The game is ended |
| Actors | System |
| Pre-Conditions | * The assassin card has been revealed * One of the teams has revealed all of their cards |
| **Flow of Events** |  |
| Basic Path | 1. The game board is hidden 2. A results screen is displayed |
| Alternative Paths |  |
| **Post-Conditions** | * The game is done |
| **Related Use Cases** |  |
| Used Use Cases | None |
| Extending Use Cases | None |