# Use Case Descriptions: Levelling

## Award Points for Win

**Iteration:** 1, modified March 5 by Iman Hamzat
**Primary Actor**: Game Platform
**Goal in Context**: For the game to award a user an additional point for winning a game
**Preconditions**: Platform includes winnable games
**Trigger**: A player wins and completes a game
**Scenario**:
1. The player completes a game and is declared the winner
2. The platform awards them 1 point, in addition to the base point given for participation
3. The platform adds the progress to the level experience metric

**Exceptions**:
- The number of points awarded when added, exceeds the threshold for the current level's experience metric: Refer to Increase Level Use Case

**Priority**: Essential
**When Available**: First increment
**Frequency of Use**: Many times a day
**Channel to Actor:** Via device
**Secondary Actors**: The player
**Channels to Secondary Actors:** Via device and platform
**Open Issues:** N/A

## Award Experience Points Base

**Iteration**: 1, modified March 5 by Iman Hamzat
**Primary Actor**: Game Platform
**Goal in Context**: For the game to award a user a point for completing a game
**Preconditions**: Platform includes games
**Trigger**: A player completes a game
**Scenario**:
1. The player completes a game
2. The platform awards them 1 point
3. The platform adds the progress to the level experience metric

**Exceptions**:
- The number of points awarded when added, exceeds the threshold for the current level's experience metric: Refer to Increase Level Use Case

**Priority**: Essential
**When Available**: First increment
**Frequency of Use**: Many times a day
**Channel to Actor:** Via device
**Secondary Actors**: The player
**Channels to Secondary Actors:** Via device and platform

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# Award Points for Long Game

**Iteration**: 1, modified March 5 by Iman Hamzat
**Primary Actor**: Game Platform
**Goal in Context**: For the game to award a user a point for completing a long game
**Preconditions**: Platform includes games, each having a known average length to complete
**Trigger**: A player completes a game in at least 125% of the number of average moves the game takes to complete
**Scenario**:
1. The player completes a game in at least 125% of the average moves
   - For chess, this is at least 25 turns
   - For connect four, this is at least 28 turns
   - For checkers, this is at least 32 turns
2. The platform awards them 1 point, in addition to the one base point for participation
3. The platform adds the progress to the level experience metric

**Exceptions**:
- The number of points awarded when added, exceeds the threshold for the current level's experience metric: Refer to Increase Level Use Case

**Priority**: Medium-High
**When Available**: First increment
**Frequency of Use**: Many times a day
**Channel to Actor:** Via device
**Secondary Actors**: The player
**Channels to Secondary Actors:** Via device and platform
**Open Issues:** N/A

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# Award Points for Winning Quick Game

**Iteration**: 1, modified March 5 by Iman Hamzat
**Primary Actor**: Game Platform
**Goal in Context**: For the game to award a user more points for winning a game quickly
**Preconditions**: Platform includes games, each having a known average length to complete
**Trigger**: A player completes and wins a game in up to 40% of the number of average moves in the game
**Scenario**:
1. The player completes a game in up to 40% of the average moves
   - For chess, this limit is 8 turns
   - For connect four, this limit is 9 turns
   - For checkers, this limit is 10 turns
2. The platform awards them 2 points, in addition to the one base point for participation
3. The platform adds the progress to the level experience metric

**Exceptions**:
- The number of points awarded when added, exceeds the threshold for the current level's experience metric: Refer to Increase Level Use Case

**Priority**: Medium-High
**When Available**: First increment

**Frequency of Use**: Many times a day
**Channel to Actor:** Via device
**Secondary Actors**: The player
**Channels to Secondary Actors:** Via device and platform
**Open Issues:** N/A

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## Increase Level

**Iteration**: 1, modified March 5 by Iman Hamzat
**Primary Actor**: Game Platform
**Goal in Context**: For the game to increase the user's level after reaching an XP threshold
**Preconditions**: Platform includes games for which points can be awarded
**Trigger**: A player has reached the XP threshold to increase their level
**Scenario**:
1. The player reaches the XP threshold
   - To advance from level 1 to 2, this is 10 points
   - To advance to any levels beyond that, it is the number of points it took to advance from the previous level, multiplied by 1.2
2. The platform awards them 2 points, in addition to the one base point for participation
3. The level experience metric changes to the next level, and calculates the amount of XP in the current level

**Exceptions**: N/A
**Priority**: Essential
**When Available**: First increment
**Frequency of Use**: Many times
**Channel to Actor:** Via device
**Secondary Actors**: The player
**Channels to Secondary Actors:** Via device and platform
**Open Issues:** N/A