

Use Case Descriptions:

Levelling

Award Points for Win

Iteration: 2, modified March 6 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: 2, modified March 6 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

Open Issues: N/A

Award Points for Long Game

Iteration: 2, modified March 6 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 after several moves or rounds that exceed the average game length

Scenario:

1. The player completes a game in after several moves or rounds that exceed the average game length
 - For Whist, this is at least 10 rounds
 - 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

Award Points for Winning Quick Game

Iteration: 2, modified March 6 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 a time below the average number of moves or rounds

Scenario:

1. The player completes a game within a certain number of rounds or turns
 - For Whist, this limit is 3 rounds
 - 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

Increase Level

Iteration: 2, modified March 6 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