# Use Case UC1: Start New Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to start a new game.

**Preconditions:** Game is ready to be open.

**Success Guarantee (or Postconditions):** Choose Level and Load Game options show up.

**Main Success Scenario (or Basic Flow):**

1. User arrives at a computer, opens the game and navigates to the ‘Start New Game’ button.
2. System displays available levels and the load game on the screen.

**Extensions (or Alternative Flows):**

1a. Player doesn’t click”Start New Game”.

1. The system does nothing.

**Special Requirements:**

* The system proceeds adequately fast.

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC2: Load Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to successfully load the game that he/she saved earlier.

**Preconditions:** The button named “Start New Game” is clicked.

**Success Guarantee (or Postconditions):** The saved game is loaded successfully.

**Main Success Scenario (or Basic Flow):**

1. After the game is launched, player clicks “Load Game”.
2. The game is loaded successfully.

**Special Requirements:**

**Frequency of Occurrence:**

# Use Case UC3: Choose Level

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to choose level regarding to his/her earlier success.

**Preconditions:** The button named “Start New Game” is clicked.

**Success Guarantee (or Postconditions):** The requested level is started.

**Main Success Scenario (or Basic Flow):**

1. After the “Start New Game” button is clicked, player is able to “Choose Level”. He/she could choose one of the unlocked levels.
2. The requested level is started as a new game.

**Extensions (or Alternative Flows):**

1a. Player tries to choose a locked level.

1. The system doesn’t do anything.

**Special Requirements:**

* Chosen level has to be unlocked as the result of the earlier success.

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC4: Play Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to play the game by swapping lokums.

**Preconditions:** Player started a new game and chose a level or loaded a game. Lokums are placed on board. Board got ready for swap.

**Success Guarantee (or Postconditions):** Two lokums are swapped. Remaining moves are updated. Necessary combinations of lokums are checked on board, and necessary lokums explode.If 4 or more lokums destroyed, swapped lokum will convert into a special lokum. Score is updated. Existing lokums over the exploded lokums drop down. New lokums are placed. This process beginning with checking necessary combinations of lokums on board is repeated until there is no necessary combinations of lokums remain on board. Board gets ready for a new swap.

**Main Success Scenario (or Basic Flow):**

1. Player selects a lokum, then selects the second lokum which is around the first lokum.
2. System make necessary lokums explode, gets board ready by making lokums drop down and putting new lokums to board, checks for new combination of lokums and make them explode also until there does not exist new combinations, and gets board ready for new swap.

**Extensions (or Alternative Flows):**

1a. Selected lokums are not adjacent.

1. System makes selected lokums unselected.

2a. Swapped lokums does not create a combination.

1. Swapped lokums swaps back to original.

2b. The number of remaining moves becomes zero.

1. Game finishes.

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC5: Pause Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to pause the game anytime during the game board is on.

**Preconditions:** Game board is ready to be played.

**Success Guarantee (or Postconditions):** Game is successfully paused. No swap between lokums can be done. The system is navigated to pause screen menu.

**Main Success Scenario (or Basic Flow):**

* The player starts the game, and then the game board is created. During the game is being played on the board, he/she pauses the game at any time.
* The system pauses the flow of the game, freezes the game. Navigates another screen with Save and Exit Game.

**Extensions (or Alternative Flows):**

**Special Requirements:**

* The pause of the game has to be accomplished as soon as it’s called.

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC6: Save Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to save the game at any stage of the game, during the game board is on.

**Preconditions:** While the game board is on, the game is paused.

**Success Guarantee (or Postconditions):** The stage of the board and the information are saved.

**Main Success Scenario (or Basic Flow):**

1. Player runs the game, and starts playing it. During the game board is active, he/she pauses the game and saves the game.
2. The system keeps the saved data to bring it later on.

**Extensions (or Alternative Flows):**

1a. Player tries to save multiple game stages separately.

1. The system overwrites the latest save file onto the previous save file.

**Special Requirements:**

* Only one save file exists at a time.

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC7: Exit Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to close the game.

**Preconditions:** The game is launched.

**Success Guarantee (or Postconditions):** The game is closed.

**Main Success Scenario (or Basic Flow):**

1. Player arrives at a computer, runs the game. Later on, he/she requests to exit the game.
2. The system terminates the game as soon as possible.

**Extensions (or Alternative Flows):**

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC8: Continue Game

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to continue the game.

**Preconditions:** The game is paused, while the game board is on.

**Success Guarantee (or Postconditions):** The game is continued.

**Main Success Scenario (or Basic Flow):**

1. At any stage of the game board, the player pauses the game to take a break for a while. He/she then wants to continue the game by clicking the Continue Game button on the Pause Game Screen.
2. The system continues the game from where it was paused as soon as possible.

**Extensions (or Alternative Flows):**

1a. Player doesn’t click “Continue Game”.

1. The system does not continue the game.

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:**

# Use Case UC9: Special Swap

**Scope:** Chewy Lokum Legend

**Level:** player goal

**Primary Actor:** Player

**Stakeholders and Interests:**

* Player: Wants to make a special swap in the game.

**Preconditions:** The game is in ready to swap state and player clicked the special swap button and player has enough special swap chances.

**Success Guarantee (or Postconditions):** If swap meets required conditions, lokums are swapped.

**Main Success Scenario (or Basic Flow):**

1. Player clicks special swap button.

2. Player selects two lokums by clicking them that he wants to swap.

3. Lokums are swapped.

**Extensions (or Alternative Flows):**

1a. Player can use special swap for a certain amount of times. If player does not have any chances for special swap, special swap will not work.

3a. If lokums do not make combination or create 3 or same colored lokums adjacent.

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:**