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This is a description of what our game “Snorkels” will do when created:

When the users ‘run’ the program, there is a Menu where the users can set up their game.

## **Use Cases:**

### **Setting up the game:**

Start a new game: The user creates a new game to be played.

Resume a game: The players can continue an old game that it was saved in the past.

### **Options during the game:**

Place a snorkel: The user should put a ‘snorkel’ on an empty square on the board in every turn till someone gets captured and the game ends.

Save and Quit the game: The user(s) is/are able to save and quit the game in order to continue it another time.

Quit the game: The user(s) can quit the game whenever they want, even if the game has started but it is not finished yet.

### **Accessing the Menu “My Library”:**

View the “My library”: The user has the option to check his/her general game statistics.

## **Features:**

### **In “My Library”:**

View achievements: The user can see the achievements he has unlocked at the moment.

View high scores: The user can see his high scores (e.g. wins in the fewest number of moves).

### **In Game Settings:**

Select game mode: The player can choose between two modes: “Classic” and “Speed Snorkels”. Classic mode is the one described in the rules. Speed Snorkels is a game mode where the players have only a few seconds to make their moves.

Set the turn timer in Speed Snorkels: If the players choose the “Speed Snorkels” mode, they should be able to set the number of seconds that each player has for every turn. The options are 5, 15 and 30 seconds.

Select player-mode: The user decides if the game will be played between 2 players or 1 player against the computer.

Select difficulty level: In the 1-player mode, there are two difficulty levels ("Easy" and "Hard"). It is up to the player to choose how difficult it is to beat the computer.

Set the number of stones: There is an option for the player(s) to place up to three stones randomly on the board in order to make the game more challenging.

Set the score limit: The players can set the number of winning games that will end the game. The choices are "best of 3" and "best of 5".

Choose 1st player in 1-player mode: The user can decide whether to start the game or let the computer to start.

### During the game:

Undo a move in 1-player mode: The player can undo his/her most recent move, even if the computer has moved since.

Use keyboard shortcuts: The user can use keyboard shortcuts to undo a move (in 1-player mode), save and quit the game.

Set save name: The user can set a name for the saved game.

### Uses cases – Features matrix:

We examine if the use cases are affected by the features.

1= True

0= False

Use cases/Features	Game Mode	Turn Timer	Player Mode	No. of Stones	Score Limit	Difficulty Level	Keyboard Shortcuts	Save Name	Achievements	High Scores	Undo move (vs AI)	Choose 1 <sup>st</sup> player's turn (vs AI)
Start game	1	1	1	1	1	1	0	0	0	0	0	1
Resume game	0	0	0	0	0	0	1	1	0	0	0	0
Place snorkel	0	1	1	1	0	0	0	0	0	0	1	0
Save game	0	0	0	0	0	0	1	1	0	0	0	0
Quit game	0	0	0	0	0	0	1	0	0	0	0	0
View "My Library"	0	0	0	0	0	0	0	0	1	1	0	0

# SNORKEL-S-SYSTEM-GAME

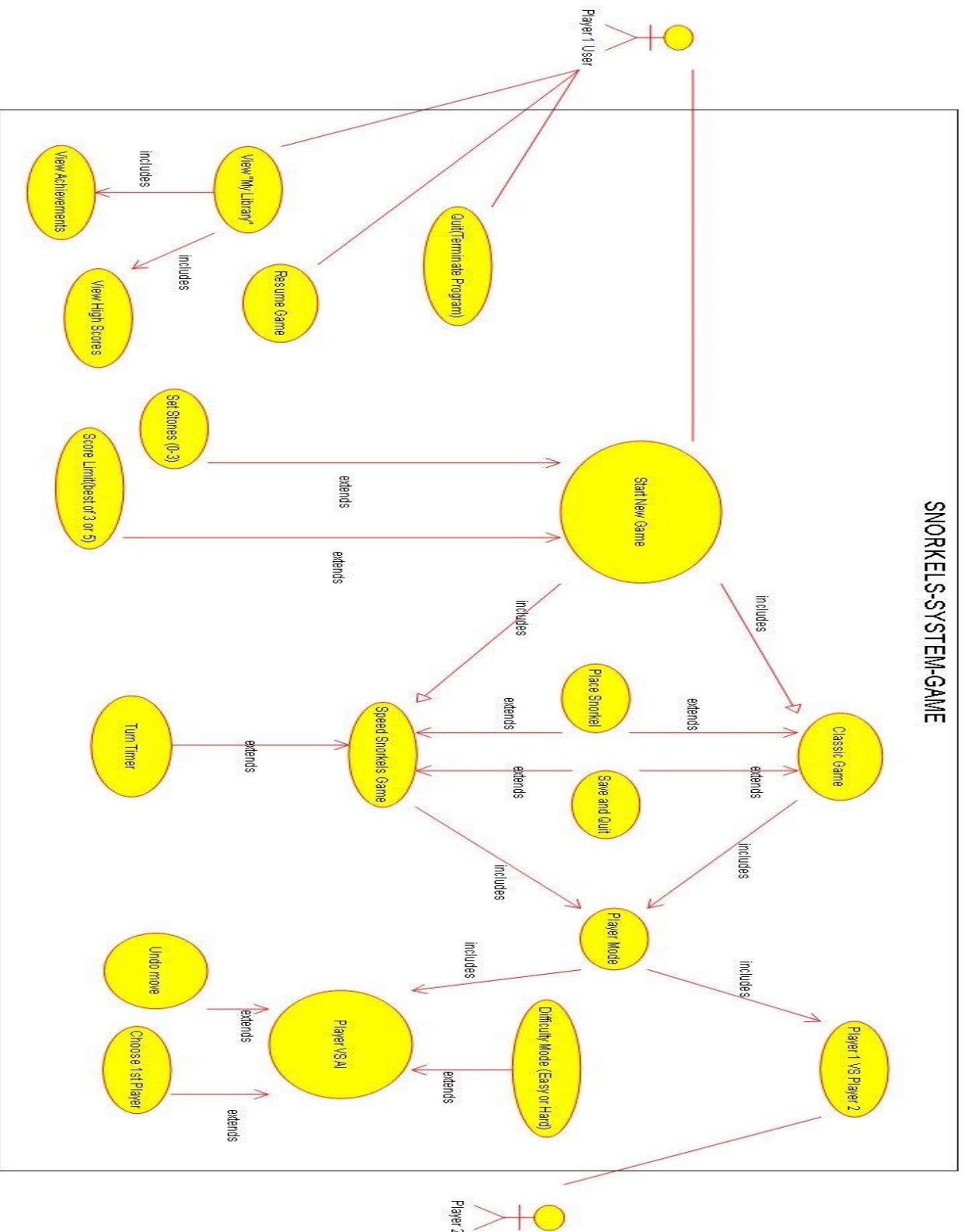


Diagram: