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Practice Game

Use Case Document

TITLE: Practice Game

ACTOR: Player

SCENARIO:

1. Player selects an elemental symbol (IE water, fire, etc.) from the Symbols group box.
2. The player’s left side tile changes to the color of the elemental symbol chosen. The computer randomizes a color for the tile directly above the player’s tile.
3. The label between the two tiles changes to a greater to less than or equal sign depending on the type match-up of the tiles.
4. If the type match-up is in the player’s favor, the comp’s point counter will have either 1 or 2 damage points added to the counter (represented by a negative 1 or 2) depending on the match-up. If the match-up is in the comp’s favor, the same will occur to the player’s counter. If the type match-up is null, no change will occur to either counter.
5. The plyer repeats step 1-4 for the middle and far right tiles.
6. Once all three tiles are colored, the number of damage points collected in the players counters are subtracted from their health bars.
7. The tiles return to white and the comparison labels disappear. The counters return to 0.
8. Steps 1-7 repeat until one of the sides health bar hits zero.
9. A game over screen pops up if the user lost/ a congratulations screen pops up if the user won.