

10 traditional requirements

1.1 - Move Ship

Scenario: In game.

Trigger: Swiping the screen

Precondition: User is in game

Basic path:

When the user swipes the screen, the ship moves (without any speed restriction) a distance that is equal to the swiped distance.

Exceptional path: If the ship is being moved outside the screen, it is put back onto the screen area.

Status on completion: The ship has been moved to the new position.

1.2 - Start a new game

Scenario: In menu.

Trigger: The user clicks the start button

Precondition: User is in the menu

Basic path: When the user navigates through the main menu to a game selection screen and presses the 'Start game' button, a new game is started with the selected game parameters.

Exceptional path: N/A

Status on completion: The user is in a newly started game.

1.3 - Shoot

Scenario: In game.

Trigger: Touching the screen.

Precondition: The user is in a game.

Basic path: When the user presses a finger against the screen, her ship shoots.

Exceptional path: N/A

Status on completion: The user's ship has fired one or more bullets.

1.4 - Add enemy

Scenario: In game.

Trigger: After a certain amount of time, an enemy might randomly get added.

Precondition: The user is in a game.

Basic path: An enemy is added to the game.

Exceptional path: N/A

Status on completion: An enemy is added.

1.5 - Damage enemy

Scenario: In game.

Trigger: An enemy is damaged because of a player weapon.

Precondition: The player has used a weapon.

Basic path: The enemy is damaged by the player and loses an amount of health

Exceptional path: N/A

Status on completion: The enemy has taken damage and the bullet is removed.

1.6 - Kill enemy

Scenario: In game.

Trigger: An enemy is damaged because of a player weapon.

Precondition: The enemy has been damaged by the player.

Basic path: The enemy is damaged by the player and loses an amount of health, so that the enemy's health is less than or equal to 0. The enemy is then removed from the game. The player receives a score from the death of the enemy.

Exceptional path: N/A

Status on completion: Enemy is removed from the game, and the score of the player is increased.

1.7 - Get hit

Scenario: In game.

Trigger: The player's ship is hit by an enemy bullet.

Precondition: The user is in a game

Basic path: The player gets hit by an enemy bullet and loses a percentage of the items in the item bar.

Exceptional path: If the player has no more items in his item bar, she loses a life.

Status on completion: The player has less items than previously.

1.8 - Pick up item

Scenario: In game.

Trigger: The player's ship collides with an item.

Precondition: An item is present on the game screen.

Basic path: The player moves his ship on an item that can be picked up, which is then added to the player's item bar.

Exceptional path: If the item bar is already filled with items, then the item that has been in the item bar for the longest time will be replaced.

Status on completion: The item has been added to the player's item bar.

1.9 - Drop bomb

Scenario: In game.

Trigger: The player simultaneously puts two fingers on the screen.

Precondition: The player must have at least one bomb item in her itembar.

Basic path: The player puts another finger on the screen while one is already placed there, and a bomb is dropped.

Exceptional path: If the item bar contains no bombs, no bomb is dropped.

Status on completion: A bomb is dropped, which destroys all bullets on the screen and damages all enemies.

1.10 - Die

Scenario: In game.

Trigger: The player loses his last life (see req Get hit).

Precondition: The player doesn't have any extra lives left.

Basic path: The game is ended and the player is prompted to fill in her tag and her score is then saved on a high score list.

Exceptional path: N/A

Status on completion: The player is back on the game selection screen.