

PRIMARY ACTOR:
Customer

GOAL:
Create an account for Zombie Attack!

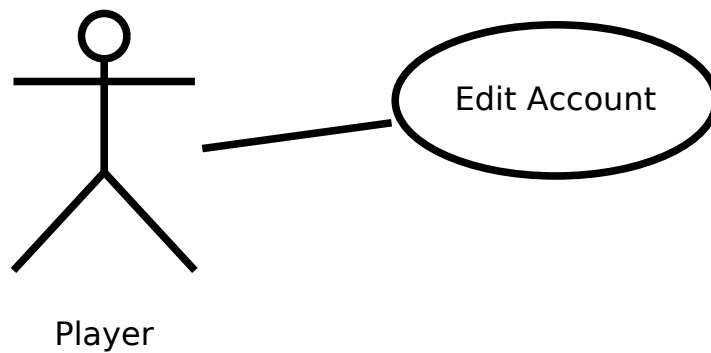
TRIGGER:
Customer wants a user account.

FLOW:

1. User navigates to zombieattack.biz
2. User fills out form data (username, password and e-mail).
3. If user wants designer or administrator privileges they can select the appropriate checkbox.
4. User clicks Submit button.
5. If 'Administrator' checkbox was selected, an email will be generated and sent to current administrators for approval.
6. Email is generated and sent to user's email with validation link.

EXCEPTIONS:

- E-mail address provided by customer is already in use.
- User has not provided all required information on application.
- User has not validated their email.



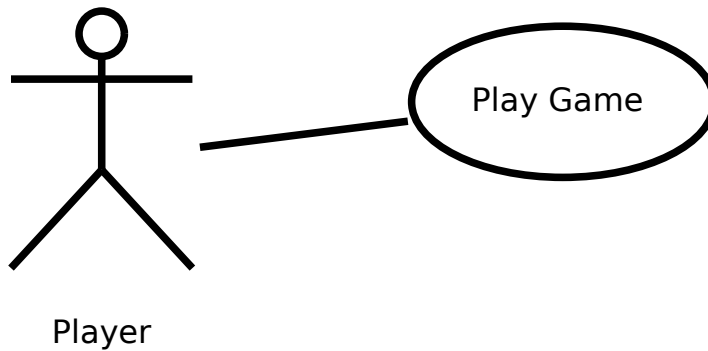
PRIMARY ACTOR:
Player

GOAL:
Edit account information

TRIGGER:
Player wishes to edit account information

FLOW:
1. Player logs into account
2. Player is directed to account page
3. Player is allowed to edit/change info

EXCEPTIONS:
Player logs out before changes are saved



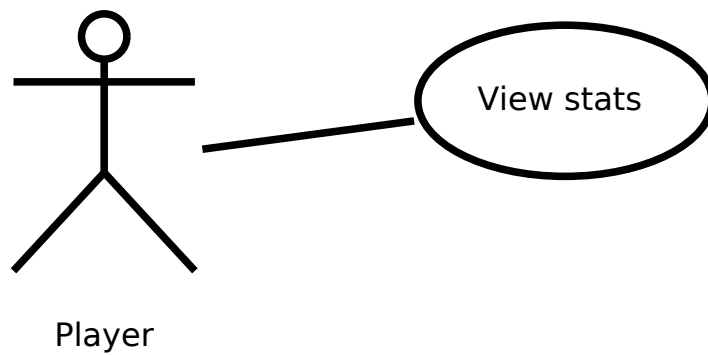
PRIMARY ACTOR:
Player

GOAL:
Play a game

TRIGGER:
Player wishes to play a game

FLOW:
1. Player logs into account
2. Player presses play
3. A pop up window appears of the game

EXCEPTIONS:
Player exits before/while the game is played



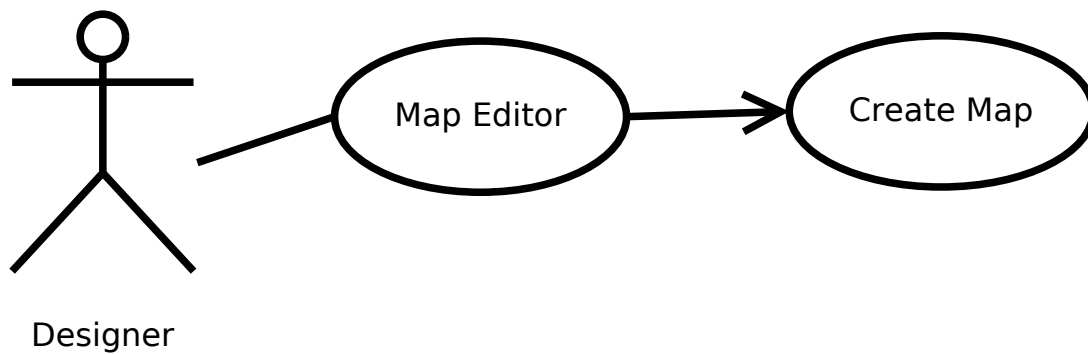
PRIMARY ACTOR:
Player

GOAL:
View statistics about previous game play

TRIGGER:
Player wishes to view stats

FLOW:
1. Player logs into account
2. Player accesses stats
3. Player statistics are displayed

EXCEPTIONS:
Player presses another button



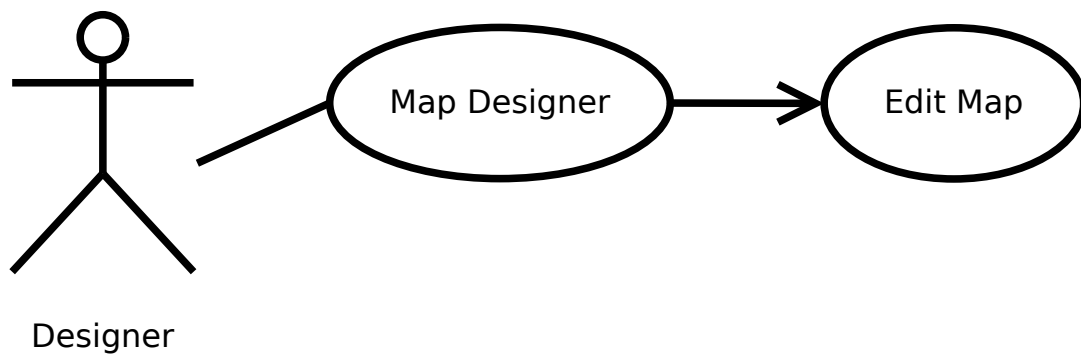
PRIMARY ACTOR:
Designer

GOAL:
To create a new map.

TRIGGER:
The designer wishes to build a new map from scratch.

FLOW:
1. User logs into their account with Designer privileges.
2. User clicks the Map Designer button.
3. User selects the "Create Map" tab.

EXCEPTIONS:
None



PRIMARY ACTOR:
Designer

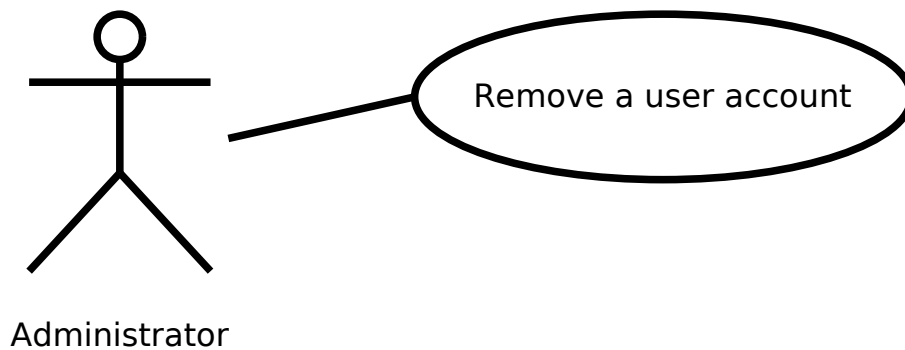
GOAL:
To edit an existing map.

TRIGGER:
The designer wishes to make changes to an existing map.

FLOW:

1. Designer logs into their account with Designer privileges.
2. Designer clicks the Map Designer button.
3. Designer selects the "Edit Map" button.
4. Designer selects the map to edit.

EXCEPTIONS:
None



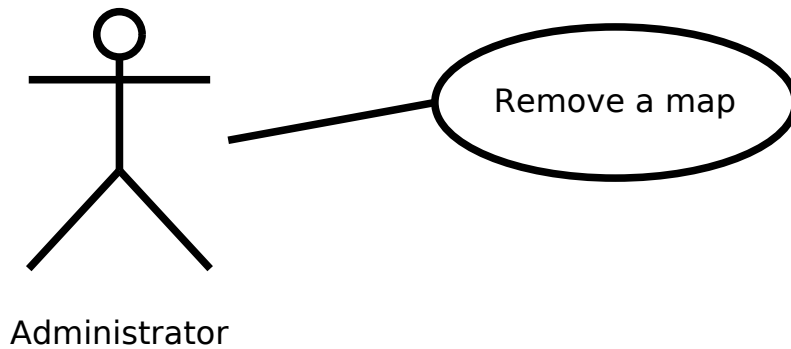
PRIMARY ACTOR:
Administrator

GOAL:
Remove a user account

TRIGGER:
Administrator wishes to remove a user account

FLOW:
1. Admin selects user from database
2. Admin deletes user information
3. User account is removed

EXCEPTIONS:
Admin decides not to remove user



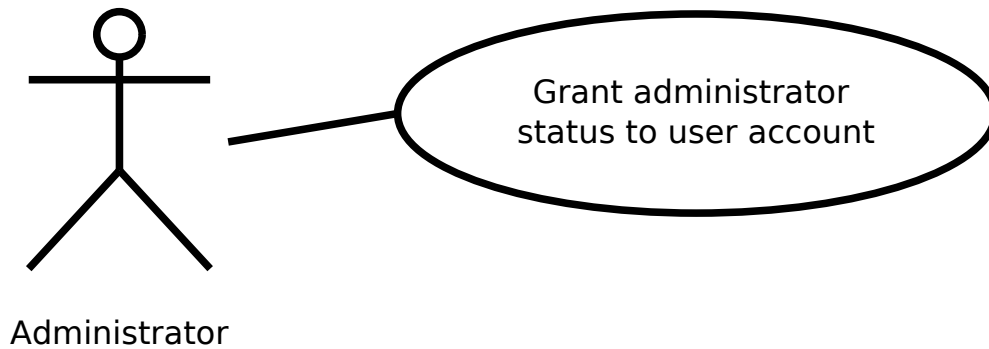
PRIMARY ACTOR:
Administrator

GOAL:
Remove a map

TRIGGER:
Administrator wishes to remove a map

FLOW:
1. Admin selects map from database
2. Admin deletes map information
3. Map is removed

EXCEPTIONS:
Admin decides not to remove map



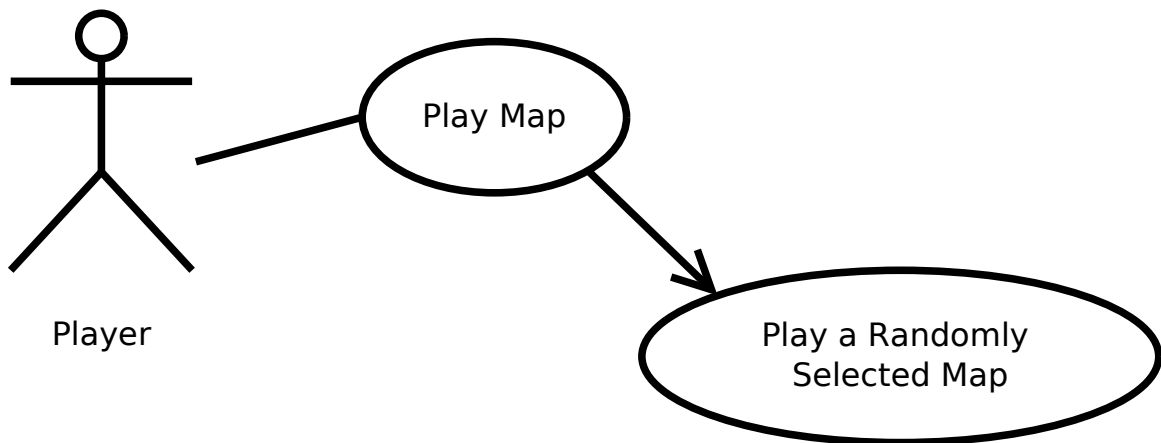
PRIMARY ACTOR:
Administrator

GOAL:
Grant administrator status to a user account

TRIGGER:
User requests administrator privileges

FLOW:
1. Admin sees 'admin request' email
2. Admin selects user account from database
3. Admin sets user as administrator
4. User has administrator privileges

EXCEPTIONS:
Admin decides not to grant admin status
User information or verification not complete



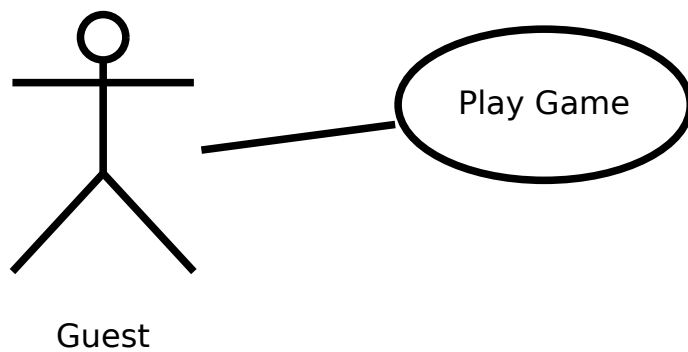
PRIMARY ACTOR:
Player

GOAL:
Play Zombie Attack! on a randomly selected map.

TRIGGER:
The player wishes to play on a map chosen by the system.

FLOW:
1. User navigates to landing page.
2. User logs in to account.
3. User selects 'Play Randomly Selected Map.'

EXCEPTIONS:
None



PRIMARY ACTOR:
Guest

GOAL:
Play the game without an account

TRIGGER:
Guest wishes to play game

FLOW:
1. Guest navigates to page
2. Guest press play as guest
3. Guest plays game

EXCEPTIONS:
Guest exits