1. Sign-up

Sign Up

Users

Data-Base

<<verify>>

a   <<requirement>>
              Sign Up

Text = "Sign up helps create an account in order to be
a permanent user with a profile and achieve personal
score."
ID = "INT001"
source = "Surveys"
kind = "Functional"
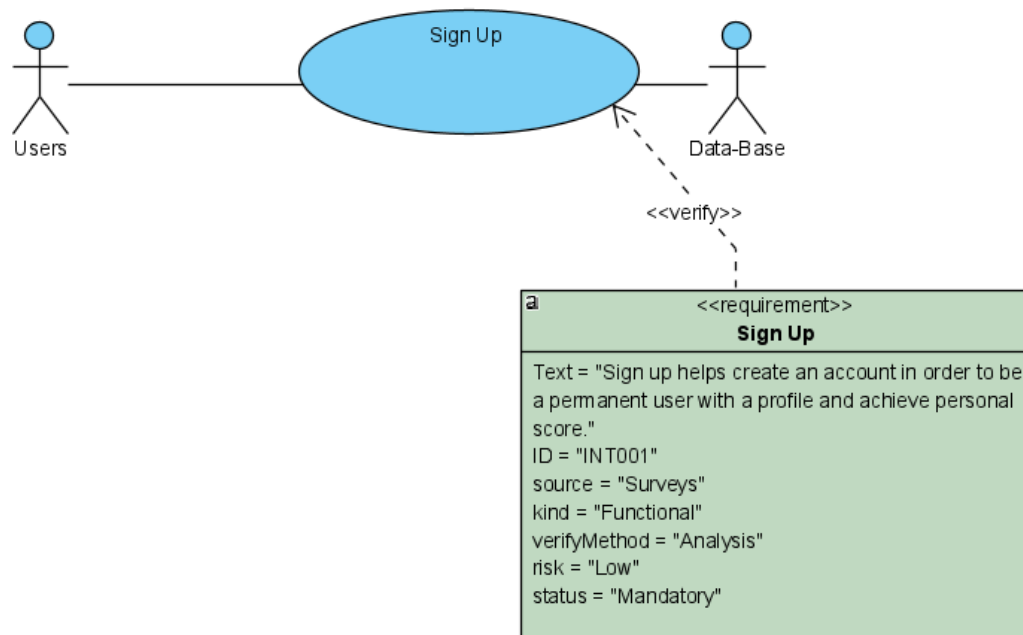verifyMethod = "Analysis"
risk = "Low"
status = "Mandatory"

Sign Up

The purpose of the sign up page is to allow the user to create an account and accept the terms before having access to the 2-D game site.

Information

Rank	Medium
ID	
Status	Low
Justification	
Primary Actors	Users, Data-Base
Suppporting Actors	

Use Case Notes

Use Case Note

Feb 16, 2021

- ■ Workflow
  - // Write down briefly how user perform the work
  - Create a valid username
  - Create a valid password
- ■ Business Logic
  - // Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)
  - shows error message when username/password is not valid
- ■ Decisions
  - // Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)
  - allow the user to signup from mobile device
  - sign up page must work on all web platforms, like Internet explorer and chrome.
- ■ Follow-up
  - // Write down the items that should follow-up in the coming meeting
  - If any extra fields like email or last name should be added

Scenarios

Scenario

1. Browse on 2-D game site
2. Create a valid username/email
3. Create a valid password
4. Re-Enter password

5. Click Sign up button
6. if password contains the following show signup successful
    6.1. should include at least 8 characters
    6.2. A mixture of letters and numbers
    6.3. Both passwords match
    end if
7. if not
    7.1. show signup error and message to try again
    end if

Details

|	
Level	User
Complexity	High
Use Case Status	Base
Implementation Status	Scheduled
Preconditions	User must choose unused email/username Password should include at least 8 characters, A mixture of letters and numbers.
Post-conditions	If successful the user will gain access to the login page
Author	Waleed, Jean-Paul, Gutu
Assumptions	User Has internet access User will be able to start the game.

Requirements

Sign Up

ID: INT001
Kind: Functional
Status: Approved

2. Login
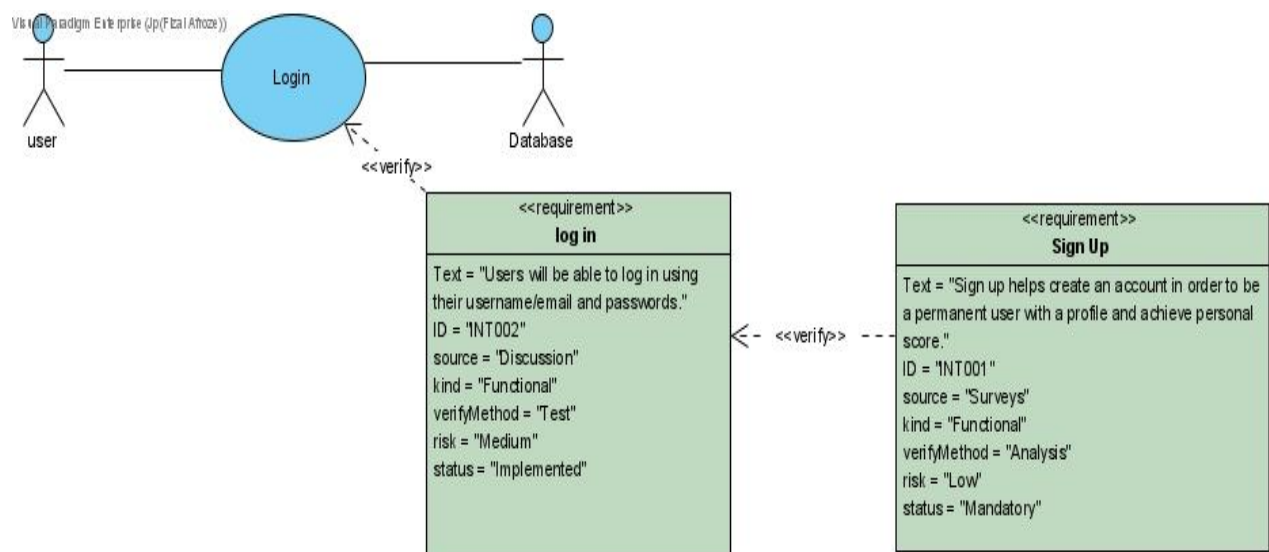
Login

User will be directed to the login page after signup is successful.

Information

Rank   High

ID

Status

Justification

Primary Actors   user, Database

**Suppporting
Actors**

Use Case Notes

Use Case Note
Feb 15, 2021

- ◼ Workflow
  - ● // Write down briefly how user perform the work
  - ● Enter email/username
  - ● Enter password
  - ● Click login button
- ◼ Business Logic
  - ● // Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)
  - ● Showing error message if username or password does not match
- ◼ Decisions
  - ● // Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)
  - ● Must have Adobe Flash on to run the game
- ◼ Follow-up
  - ● // Write down the items that should follow-up in the coming meeting
  - ● The design, implementation and layout of the login page

Scenarios

Scenario

1. Browse onto the 2-D game site
2. Page loading
3. Enter email/username
4. Enter password
5. Click the login button to login

6. if login successful
    6.1. User will be redirected to the home page
    end if
7. if login unsuccessful
    7.1. User will be asked to try again until all the requirements are met
    end if

Details

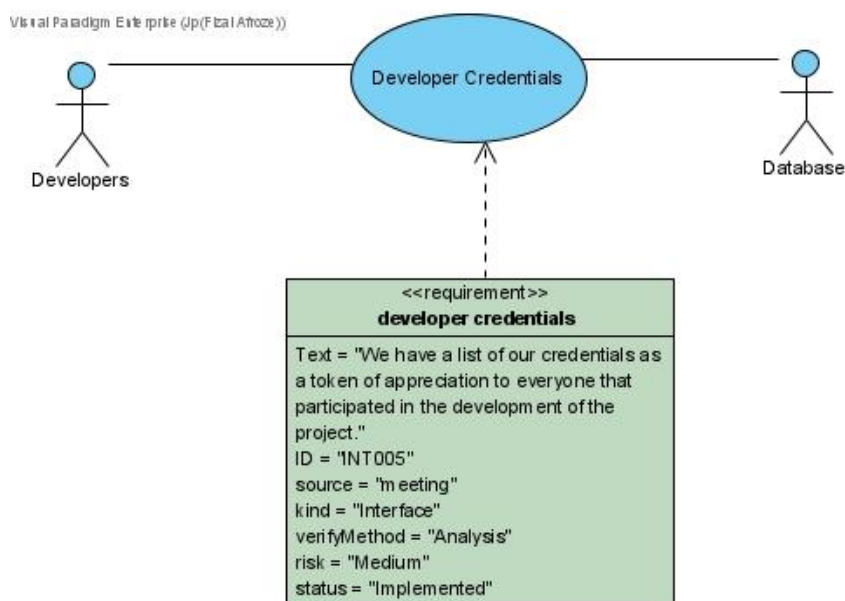|	
Level	User
Complexity	Medium
Use Case Status	Base
Implementation Status	Scheduled
Preconditions	User must signup before
Post-conditions	If successful User will be able to start the game if unsuccessful user will be asked to enter the information again.
Author	Waleed, Jean-Paul, Gutu
Assumptions	User has an internet access. User will be able to start the game.

Requirements

log in

ID: INT002
Kind: Functional
Status: Approved

3. Developer credentials

Visual Paradigm Enterprise (Jp(Fizal Afroze))

Developers — Developer Credentials — Database

<<requirement>>
developer credentials

Text = "We have a list of our credentials as a token of appreciation to everyone that participated in the development of the project."
ID = "INT005"
source = "meeting"
kind = "Interface"
verifyMethod = "Analysis"
risk = "Medium"
status = "Implemented"

Developer Credentials

This web-page acts as the 2-D games homepage. This developer credentials page will only load up once the login is successful and all requirements in the fields are met.

Information

Rank   Low

ID

Status

Justification

Primary Actors Database, Developers

Suppporting Actors

Use Case Notes

Use Case Note
Feb 18, 2021

- ■ Workflow
  - ● *// Write down briefly how user perform the work*
  - ● *The user does not have to perform any work here, this page is just to show the users the credentials of the developers*
- ■ Business Logic
  - ● *// Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)*
  - ● *This page will be redirected upon successful login*
- ■ Decisions
  - ● *// Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)*
  - ● *Must allow any web-browser to have access to this page*
- ■ Follow-up
  - ● *// Write down the items that should follow-up in the coming meeting*
  - ● *The design and functionality of this page*

Scenarios

Scenario

1. Make sure all fields are filled correctly on the login page
2. Click the login button
3. Once login is successful the user will be taken to this page

Details

|	
Level	Summary
Complexity	Low
Use Case Status	Complete
Implementation Status	Complete
Preconditions	The User does not know who the developers are The User is new to the game
Post-conditions	The user has an idea of who is behind the development of the game and knows their respective credentials
Author	Waleed, Jean-Paul, Gutu
Assumptions	User has an adequate internet connection to have access to the web page

Requirements

developer credentials

ID: INT005
Kind: Interface
Status: Approved

4. Game Instructions
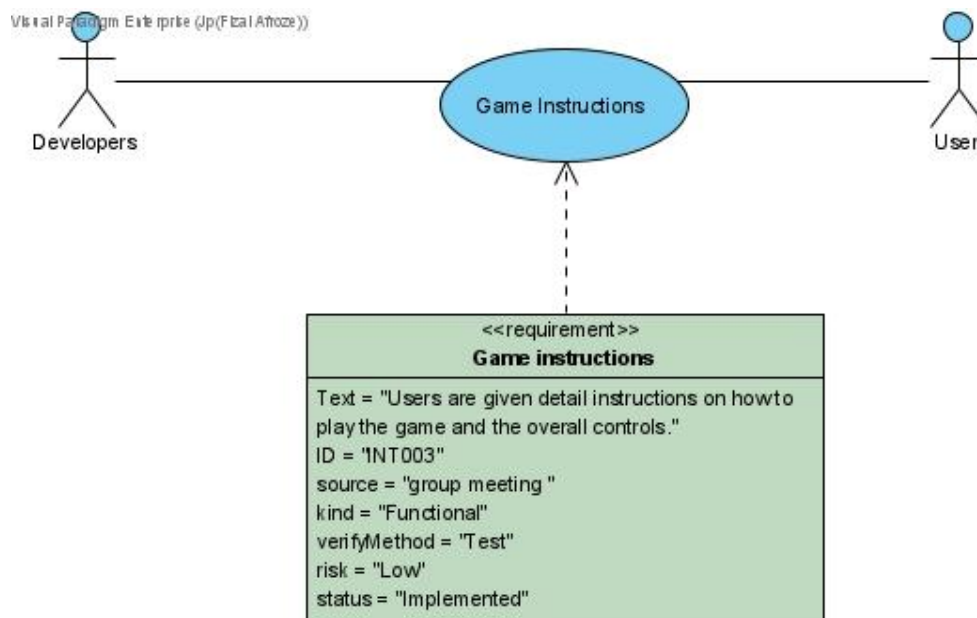
Game Instructions

This pages purpose is to inform the user about the game that they are about to play and the details of the game such as, the controls and the main objective of the game.

Information

Rank   Low

ID

Status

Justification

Primary Actors   Developers, User

**Suppporting
Actors**

Use Case Notes

Use Case Note
Feb 18, 2021

- ◼ Workflow
  - ● *// Write down briefly how user perform the work*
  - ● *User can navigate on this page once they are on the developer credentials page*
- ◼ Business Logic
  - ● *// Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)*
  - ● *Showing the game instructions once the user clicks on the "Game Instructions" button under the navigation bar.*
- ◼ Decisions
  - ● *// Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)*
  - ● *Must allow all cookies and browsers to have access to this page*
- ◼ Follow-up
  - ● *// Write down the items that should follow-up in the coming meeting*
  - ● *Changing the layout of the page, if it needs to be more visually appealing to the user*

Scenarios

Scenario

1. On the developer credentials page the user must navigate to the top of the page where the navigation bar is located
2. Browse under the navigation bar until the user sees the button called "Game Instructions"
3. Click the button to than have access to the page

Details

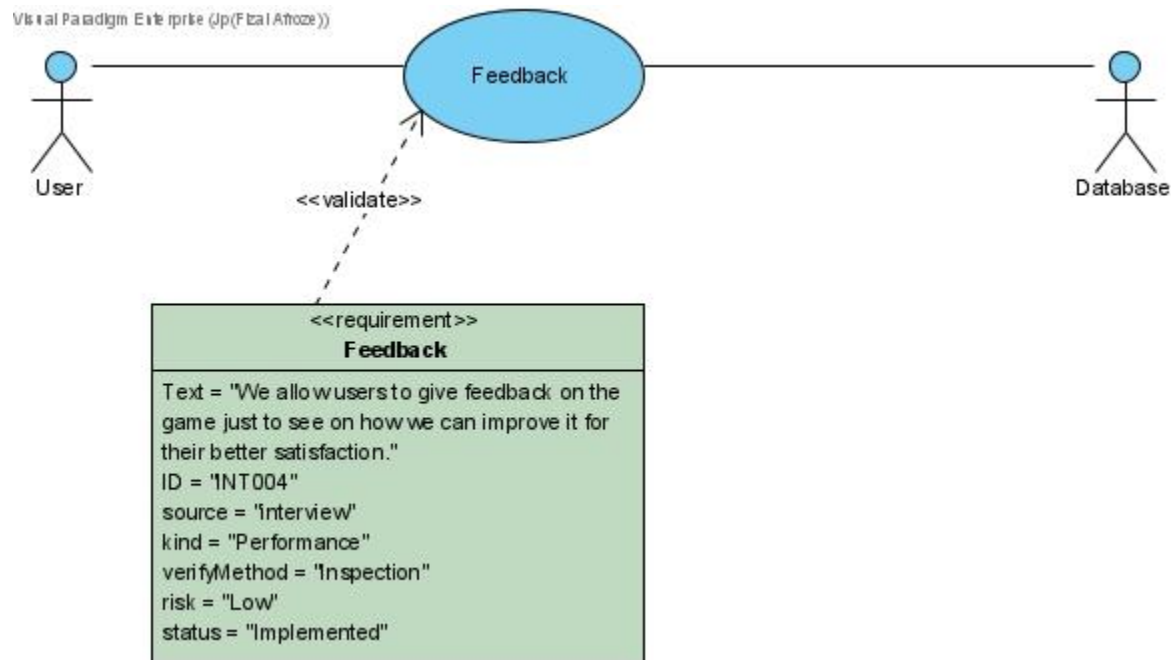|	
Level	Summary
Complexity	Low
Use Case Status	Complete
Implementation Status	Complete
Preconditions	The user will read the game instructions to get a better understanding of the game before playing it
Post-conditions	The user now understands the instructions and controls of the game
Author	Waleed, Jean-Paul, Gutu
Assumptions	The user does not know how to play the game

Requirements

Game instructions

ID: INT003
Kind: Functional
Status: Approved

5. Feedback

Visual Paradigm Enterprise (Jp(Fizal Afroze))

User

Feedback

Database

<<validate>>

<<requirement>>
Feedback

Text = "We allow users to give feedback on the game just to see on how we can improve it for their better satisfaction."
ID = "INT004"
source = "Interview"
kind = "Performance"
verifyMethod = "Inspection"
risk = "Low"
status = "Implemented"

Feedback

The feed back feature is an additional feature that allows our users to leave their opinion on what their experience was like and also leave suggestions on how to further improve the game.

Information

Rank	Medium
ID	
Status	Low
Justification	
Primary Actors	User, Database
Suppporting Actors	

Use Case Notes

Use Case Note
Feb 18, 2021

- **Workflow**
  - *// Write down briefly how user perform the work*
  - *Select the rating out of 10*
  - *Select your favorite part of the game*
  - *Provide any other additional feedback*
- **Business Logic**
  - *// Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)*
  - *show error message if all fields are not filled in*
- **Decisions**
  - *// Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)*
  - *Must store all information in a database and be adequately validated*
- **Follow-up**
  - *// Write down the items that should follow-up in the coming meeting*
  - *If the user should be given more questions to provide additional feedback on more specific components of the game*

Scenarios

Scenario

1. The user clicks on the feed back page from the navigation bar
2. The user is asked to fill out a survey about their experience

3. The user is also asked to rate their experience on a scale of 1-10
4. The user is asked to leave a comment
5. The user clicks submit to send feed back to our database

Details

|	
Level	User
Complexity	Medium
Use Case Status	Complete
Implementation Status	Complete
Preconditions	The user has finished playing the game
Post-conditions	The user leaves feed back that is sent to our database for us to review and as developers we implement any improvements if neccessary
Author	Waleed, Jean-Paul, Gutu
Assumptions	The user is willing to provide their experience playing the game and any feed back regardless if they were satisfied or disatisfied with the game

Requirements

Feedback

ID: INT004
Kind: Performance
Status: Approved

6. High Score Leaderboard
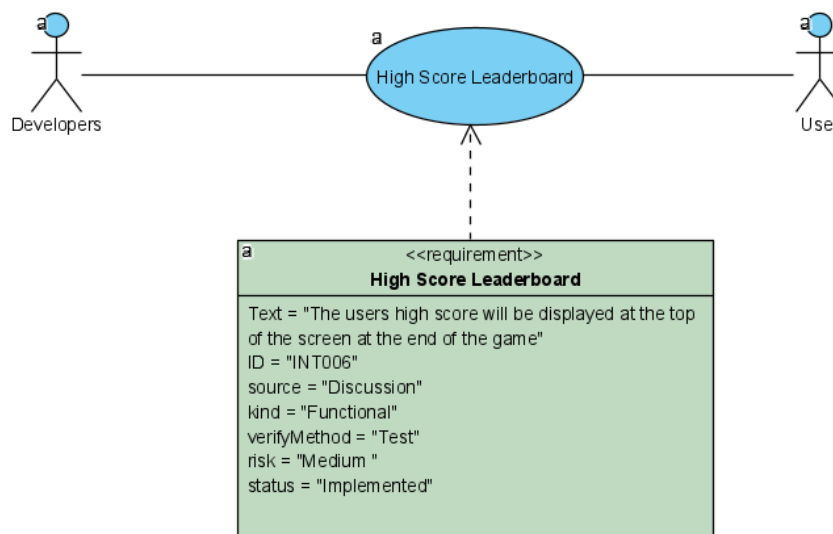
High Score Leaderboard

Information

Rank   Medium

ID

Status

Justification

Primary Actors Developers, User

Suppporting Actors

Use Case Notes
Use Case Note
Apr 7, 2021

- Workflow
  - *// Write down briefly how user perform the work*
  - *User must first select a game mode (easy, medium or hard)*
  - *Click play button after game mode selection*
  - *Once user loses all three lives their high score will be stored*
- Business Logic
  - *// Write down what user expect the system to react upon certain condition (e.g. low inventory alert level)*
  - *Show high score at the top of the page on reload*
- Decisions
  - *// Write down the decisions made during the meeting (e.g. Must allow accessing from mobile devices)*
  - *Must allow all users to see the current high score*
- Follow-up
  - *// Write down the items that should follow-up in the coming meeting*
  - *If their should be several high scores displayed for each individual user that signs up*

Scenarios
Scenario

1. Click on game difficulty
2. Click play
3. Score is incremented each time ball touches the paddle
4. if lives=3 && lives>0
   4.1. dropBall()

```
    end if
5. if lives=0
    5.1. Display pop up message to the user that they lost and store the users high
         score and display it on reload
    end if
```

Details

Level	User
Complexity	Medium
Use Case Status	Base
Implementation Status	Implemented
Preconditions	User must lose all of their lives inorder for their high score to be stored.
Post-conditions	Once the user loses the game their high score will be stored and displayed on reload.
Author	Waleed, Jean-Paul, Gutu
Assumptions	User is connected to local host. User will be able to select a game mode and click play.

Requirements

High Score Leaderboard

ID: INT006
Kind: Functional
Status: Approved