Use Case Template:

(Courtesy of your friends at [Accompa, Inc.](http://www.accompa.com/) Our affordable web-based software helps you create use cases like these easily, using customizable templates.)

**Priority**:

1. Essential will be displayed with P1 in red color ( this means that software is not acceptable without meeting this requirement ).
2. Conditional will be displayed with P2 in orange color ( this means these requirements enhance the software, but software is still acceptable without them).
3. Optional will be displayed with P3 in blue color (this means that these requirements may or maynot be worth doing).

Create your own “Use Case” using the temple below.

**Template:**

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| --- | --- |
| ID: | [Unique ID of this use case] |
| Title: | [Enter the goal of the use case - preferably as a short, active verb phrase] |
| Description: | [Describe the goal and context of this use case. This is usually an expanded version of what you entered in the "Title" field.] |
| Primary Actor: | [A person or a software/hardware system that interacts with your system to achieve the goal of this use case.] |
| Preconditions: | [Describe the state the system is in before the first event in this use case.] |
| Postconditions: | [Describe the state the system is in after all the events in this use case have taken place.] |
| Main  Success Scenario: | [Describe the flow of events from preconditions to postconditions, when nothing goes wrong. This is the meat of the use case.] |
| Extensions: | [Describe all the other scenarios for this use case - including exceptions and error cases.] |
| Frequency of Use: | [How often will this use case be used?] |
| Status: | [Development status] |
| Owner: | [Who owns this use case, in your project team?] |
| Priority: | [Priority of this use case] |

*P.S.* [This web page](http://www.accompa.com/product-management-blog/2009/10/08/use-case-template-example-requirements-management-basics/) has a more detailed discussion on this template.

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| ID: | 001 |
| Title: | Players actions when the game is running |
| Description: | While the game is running the player can use the keyboard to move on any direction. |
| Primary Actor: | The player (user playing the game) |
| Preconditions: | The game must be in running state in order for the player to move around. |
| Postconditions: | The player is moving the mouse while the game is running. |
| Main  Success Scenario: | If the player moves up, left, right or down he/she might:   1. Get hit by an enemy, decrease life percentage. 2. Increase player score if an enemy is destroyed. 3. Increase game level if the player clears the stage. 4. Do nothing if the player doesn’t destroy any enemy or the doesn’t get hit. |
| Extensions: | Display error message to user. |
| Frequency of Use: | This case will be used everything the game is in running state |
| Status: | N/A |
| Owner: | Samuel Ruiz |
| Priority: | **P1 - Essential** |

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| **ID:** | 002 |
| **Title:** | Pause Menu |
| **Description:** | While the game is running and the user clicks the pause button. It will display the following options   * Quit * Tutorial * Resume |
| **Primary Actor:** | User playing the game. |
| **Preconditions:** | User is playing the game. |
| **Postconditions:** | Pause menu appears and the user can select option quit, tutorial or resume |
| **Main**  **Success Scenario:** | User can use any button in the pause menu to move forward in the game.:  · Quit -> it will take back to the main menu  · Tutorial -> take to the instructions to how to use the appropriate buttons  · Resume -> It will change the game from pause condition to running condition |
| **Extensions:** | Display error message to user. |
| **Frequency of Use:** | Whenever player pause the game. |
| **Status:** | N/A |
| **Owner:** | Joel Munoz |
| **Priority:** | **P3 - Optinal** |

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|  |  |
| --- | --- |
| **ID:** | 003 |
| **Title:** | Mian Menu |
| **Description:** | When the user clicks button in the menu, which have five options to choose from. |
| **Primary Actor:** | The person who is playing the game. |
| **Preconditions:** | User has to click an option of menu button |
| **Postconditions:** | Depending on the option the user clicks inside the menu either user can:   * Play * Help * Settings * Credits * Score board |
| **Main**  **Success Scenario:** | User can use any button in the menu to move forward in the game.:  · Play-> the game starts  · Help-> tutorial for the user on how to play the game  · Settings -> change volume  · Credits -> display team member information.  · Scoreboard -> show top 5 high score. |
| **Extensions:** | Display error message to user. |
| **Frequency of Use:** | Whenever player starts the game or quits the game. |
| **Status:** | N/A |
| **Owner:** | Prativa |
| **Priority:** | **P2- Conditional** |