

Use Case: EnterNewWorld

Summary:

The player moves into a new world such as a new building or a continues of the same area. When this happens a new world is loaded onto the screen.

Priority: High

Extends: -

Includes: Move

Participants: The player and the application.

Normal flow of events:

The player walks up to the door of a building.

	Actor	System
1	Player moves off the screen.	
2		The world/surroundings is changed to the new one.
3		Text message showing the name of the new world.

Exceptional flow

There is no exceptional flow.

Use Case: Move

Summary: This is how the player moves their character throughout the world.

Priority: High

Extends: -

Includes: -

Participants: The actual player

Normal flow of events:

Moving one step without any obstacles in the way.

	Actor	System
1	Clicks one of the 4 buttons that make the player move (up, down, left, right)	
2		The character moves in the direction of the button pressed

Alternate flows:

2.1 Moving into a solid object, will make the character not able to move

	Actor	System
2.1.1		Character walks into an obstacle i.e. tree, stone or wall.
2.1.2		Character can not walk through the obstacle and stays in the same position.

2.2 Character moves in areas with tough terrain

	Actor	System
2.2.1		Character walks into a tougher terrain i.e. bushes or steps.
2.2.2		Character walks slower in the tougher terrain.

Exceptional flow

There is no exceptional flow.

Use Case: CatchMascot

Summary:

This is how the player get progress in the game. In this demo the player catches the mascots from different programmes at Chalmers. The player finds mascot and interacts, the mascot asks a question with multiple choices and the player tries to answer right. If the player answers the question right the player “catches” the mascot and the mascot is added to the progress bar, if not the mascot runs away.

Priority: High

Extends: Interact

Includes: Progress bar, Move

Participants: The player and the application

Normal flow of event:

If the actor answers the question wrong.

	Actor	System
1	Walks up to mascot	
2		Get a talk bubble from the mascot with a question and alternative.
3	Player answers wrong	
4		Mascot runs away a few steps

Alternate flows:

3.1 If answers is right

	Actor	System
3.1.1	Answers right from the alternatives shown.	
3.1.2		Mascot added to the progress bar

Exceptional flow

There is no exceptional flow.

Use Case: ProgressBar

Summary:

A bar that shows how many mascots the player have caught.

Priority: high

Extends: Catch mascot

Includes:

Participators: The player and the application

Normal flow of events:

When player catches a mascot a picture of the mascot are added to a bar in the lower area of the screen.

	Actor	System
1	Catches mascot	
2		Adds a picture of the mascot caught to the progress bar

Alternate flows:

2.1 Progress bar is filled to the maximum.

	Actor	System
2.1.1		Adds a picture of the mascot to the progress bar
2.1.2		Music starts playing and a big pop-up is displayed with congratulations
2.1.3		Returns to the main menu

Exceptional flow

There is no exceptional flow.

Use Case: InteractWithHuman

Summary:

The player interacts with people around campus.

Priority: High

Extends: -

Includes: CatchMascot, Move

Participators: The player and the application

Normal flow of events:

Talk to human, the player walks up to human and chooses if the player wants to talk to the human, ask which programme the human studies, ask for a clue where the mascot for the programme could be or to quit the conversation. The player can then choose to ask more or to exit the conversation.

If “clue where mascot can be” is chosen and then having enough information.

	Actor	System
1	Walks up to human	
2	Choose the “clue where mascot is” from the alternatives.	
3		Talk bubble with information.
4	Chooses “exit” from the inteaction.	
5		Talk bubble closes

Alternate flows:

2.1 If “clue where mascot can be” is chosen

	Actor	System
2.1.1	Choose the “information about programme” alternative.	
2.1.2		Talk bubble with information.

2.2 If option “talk” is chosen

2.2 If choosing to quit the conversation.

	Actor	System
2.2.1	Choose the “cancel” alternative.	
2.2.2		Talk bubble will close.

Exceptional flow

There is no exceptional flow.