Requirement A.1

Adding multi level functionalities to the game and successfully ending game on gaining 60 points.

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| **Use Case Name** | **Incorporating multi level feature and winning condition** |
| Related Requirement | Requirement A.1 |
| Goal in context | 1. Level 1 begins on attaining score 10. 2. Level 2 begins on attaining score 30. 3. Flappy Bird wins the game on collecting score 60 worth coins. |
| Preconditions | 1. Score should be 10 for Level 1 2. Score should be 30 for Level 2 3. Score should be 60 for Game win |
| Successful End Condition | 1. Level 1 begins on score =10 2. Level 2 begins on score = 30 3. Game ends on scoring 60 |
| Failed End condition | Flappy do not collect coins and dies |
| Primary Actors | Score |
| Secondary Actors | Supporting Systems |
| Trigger | Score updates |
| **Main Flow** | |  |  | | --- | --- | | **Step** | **Action** | | 1 | When flappy collects coin,score updates by 5 | | 2 | On reaching score 10 Level 1 begins | | 3 | On reaching score 30 Level 2 begins | | 4 | Game ends on collecting 60 coins when score reaches 60 | | 2.1 | Game over when flappy bird dies before scoring 5 points | | 3.1 | Game over when flappy bird dies before scoring 30 points | | 4.1 | Game over when flappy bird dies before scoring 30 points | |