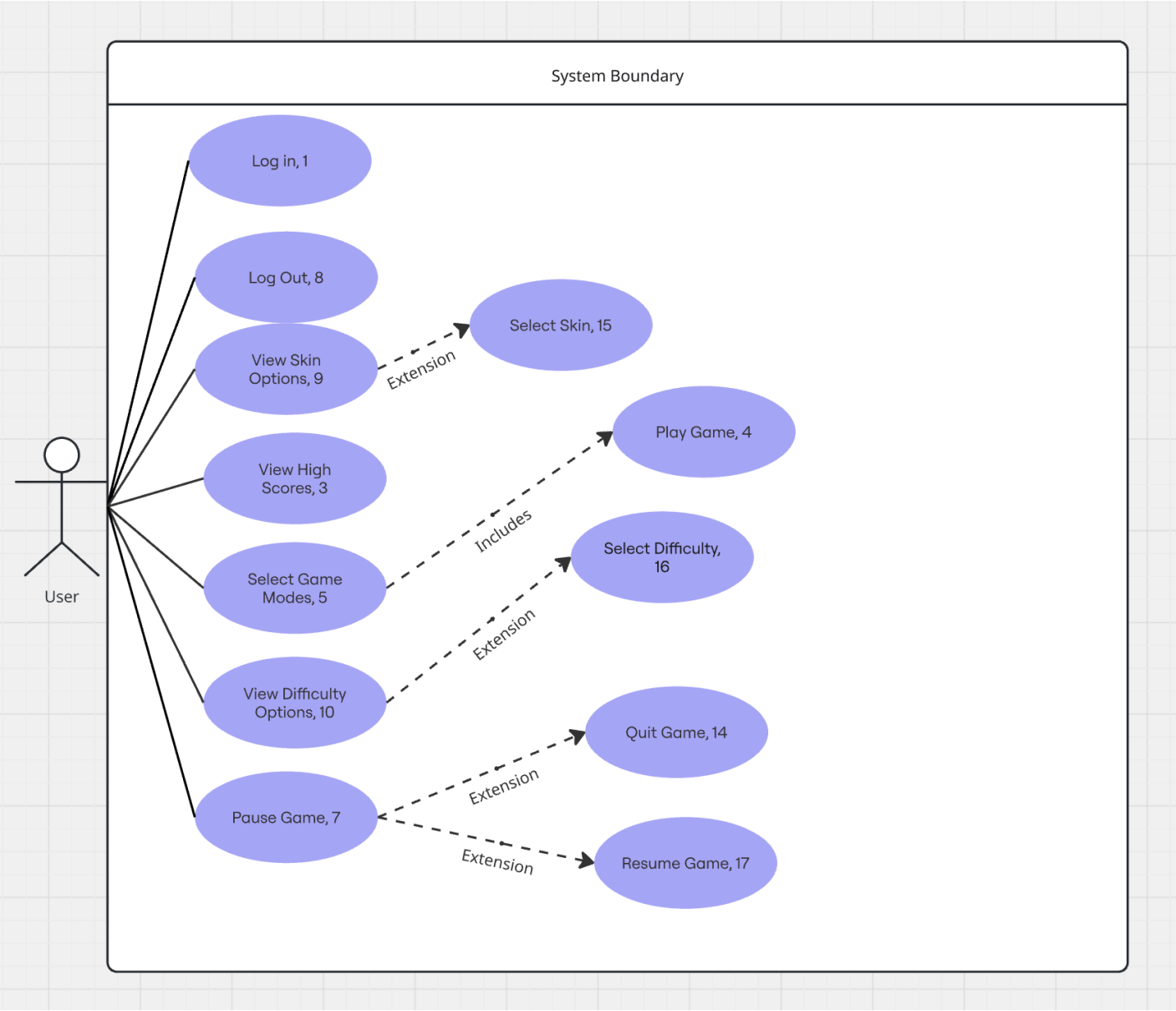
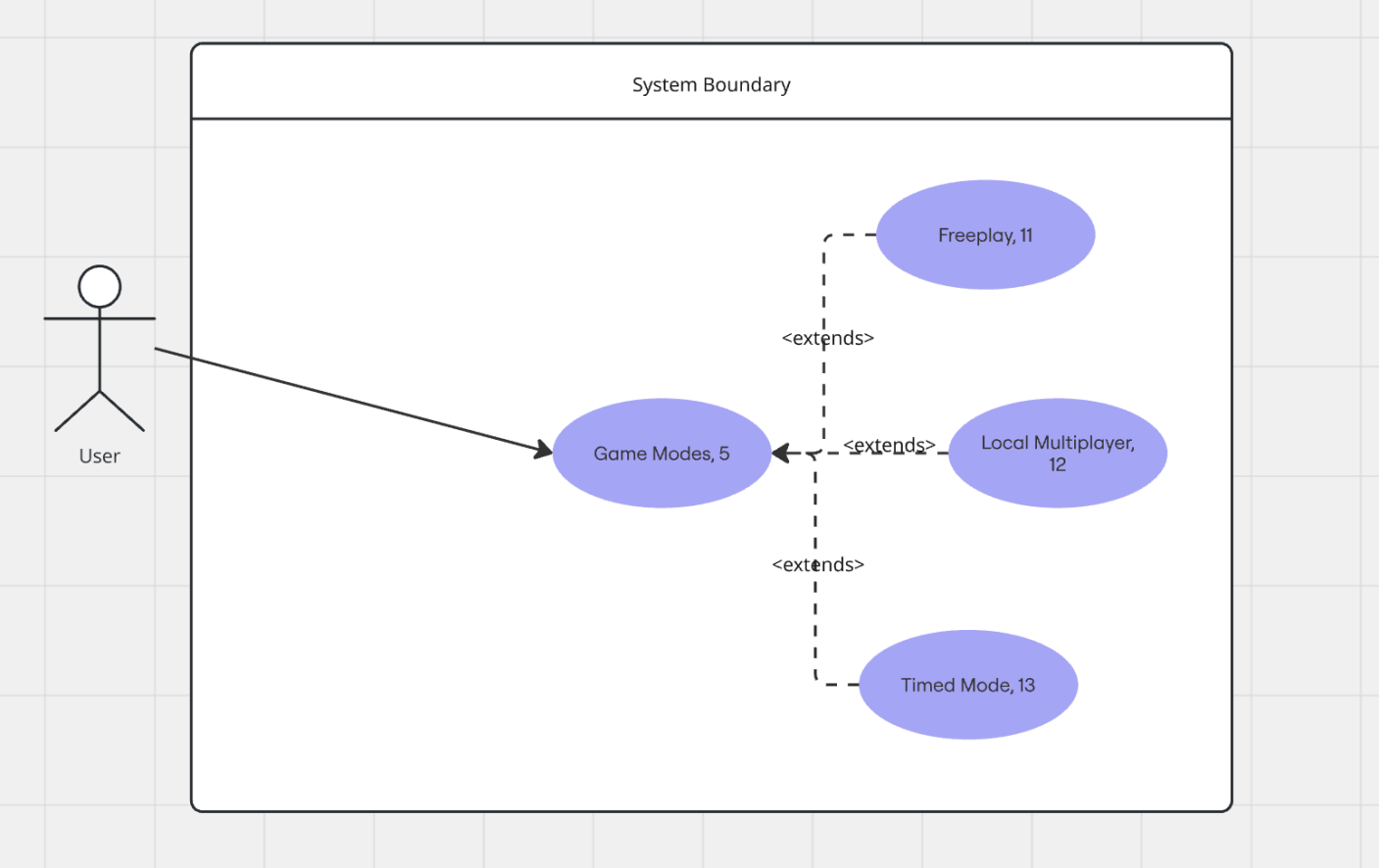


https://miro.com/welcomeonboard/bk9ubVZXMkROamlCTitDYlVWWlNYQVhVdHVTRCtRYlFEVHBxQnlWOTZaWW9DQ3VmSFI2YW1tR29GbUtaTzVrUXh3V05GSVBPcWZDVWNVaUt2d0hYQTNDSy9nVGpKMDR3cTdlOURtVXN3M3VBUjZKTm1xU2RSR3NWRFU2QmRRT09zVXVvMm53MW9OWFg5bkJoVXZxdFhRPT0hdjE=?share_link_id=892073133981



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Name/Title:	Login
ID:	1
Description:	Sets the input username within the system and displays a welcome message.
Related Use Case	
Precondition:	Game is on the menu screen.
Success Postcondition:	The game is updated with your username

USER STEPS:	**SYSTEM RESPONSE:**
1. User clicks the Login button	
	2. Game replaces the menu screen with a modal with Username field, Continue button. This is called the login screen.
3. User fills in username	

4. User clicks the Continue button	5. Game verifies username given safe language parameters 6. links username to current user 7. closes modal 8. Display's welcome message with input username.

Name/Title:	High Score
ID:	3
Description:	Display the top 10 high scores in a popup modal that shows up from the side of the screen.
Related Use Case	Instance of: N/A Included by: N/A Inclusions: N/A Extensions: N/A
Precondition:	Game is on the menu screen.
Success Postcondition:	The game is shows the top 10 highscores

USER STEPS:	**SYSTEM RESPONSE:**
1. User clicks the High Score button 3. User clicks the button again	2. Game unhides table of top 10 highscores, which have been preloaded on the menu page load. 4.Game hides the table of top 10 highscores

Name/Title:	Play Game
ID:	4
Description:	The button which starts the game.
Related Use Case	Extensions: <6, Game Over>, <7, Pause>, <14, Quit Game>
Precondition:	User navigates to the Menu Screen, and either the user has selected a game mode, or the game is still set to the defaulted freeplay.
Success Postcondition:	Correct game board is displayed and started.

USER STEPS: 1. User presses Play button	**SYSTEM RESPONSE:** 2. Game fetches game mode 3. Game displays corresponding game board 4. Starts the gamebox code section

Name/Title:	Select Game Modes
ID:	5
Description:	Select from a list of game modes which version you want to play.
Related Use Case	Extensions: <11, Freeplay>, <12, Local Multiplayer>, <13, Time Attack>
Precondition:	User navigates to Menu Screen
Success Postcondition:	Correct game mode is selected

USER STEPS: 1. User selects desired game mode	**SYSTEM RESPONSE:** 2. Game updates stored game mode value 3. Game displays corresponding tutorial animation

Name/Title:	Pause the game
ID:	7
Description:	Allows you to pause whatever game mode you are
Related Use Case	Inclusions: N/A Extensions: <14, Quit Game>, <17, Resume Game>
Precondition:	Game is being played
Success Postcondition:	Game is paused, and a resume button is displayed

USER STEPS: 1. User clicks pause button	**SYSTEM RESPONSE:** 2. Game is paused. Game box code is stopped, and all other sections continue 3. a play button appears

Name/Title:	Log Out
ID:	8

Description:	Allows you to remove the stored username from the system.
Related Use Case	Instance of: <2 Menu>, <6 Game over> Included by: N/A Inclusions: N/A Extensions: N/A
Precondition:	Game is on the menu screen. User is logged in.
Success Postcondition:	The game removes the username from the page

USER STEPS:	**SYSTEM RESPONSE:**
1. User clicks the Log Out button	2. Game removes the current username from the page. The variable for the username is cleared. 3. The Log Out button gets replaced with a Log In button 4. The welcome message is hidden.

Name/Title:	View Skin Options
ID:	9
Description:	Allows you to view the different skin options for your snake.
Related Use Cases:	Included by: N/A Inclusions: N/A Extensions: <15, Select Skin>
Precondition:	
Success Postcondition:	The snake skin options will be shown.

USER STEPS: 1. user selects view skin settings	**SYSTEM RESPONSE**: 2. system displays skin option dropdown

Name/Title:	View Difficulty Setting

ID:	10
Description:	Allows you to view the difficulty options of the current game you are playing.
Related Use Case	Included by: N/A Inclusions: N/A Extensions: <16,Select Difficulty>
Precondition:	Game is on the menu screen.
Success Postcondition:	The game is updated with difficulty adjusted.

USER STEPS:	**SYSTEM RESPONSE:**
1. User clicks select difficulty options button	2. Game pulls up difficulty settings menu with options

Name/Title:	Free Play
ID:	11
Description:	Select free play
Related Use Case	Instance of: <5, Gamemodes> Included by: N/A Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the Game Modes button.
Success Postcondition:	Game mode is changed to Free Play

USER STEPS:	**SYSTEM RESPONSE:**
1. Player selects Free Play among the game mode options	2. Game mode variable is updated to Free Play 3. Game displays Free Play tutorial animation

Name/Title:	Local Multiplayer
ID:	12

Description:	Select local multiplier
Related Use Case	Instance of: <5, Gamemodes> Included by: N/A Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the Game Modes button.
Success Postcondition:	Game mode is changed to Local Multiplayer

USER STEPS:	**SYSTEM RESPONSE:**
1. Player selects local multiplayer among the game mode options	2. Game mode variable is updated to Local Multiplayer 3. Game displays Local Multiplayer tutorial animation

Name/Title:	Time Attack
ID:	13
Description:	Select time attack
Related Use Case	Instance of: <5, Game Modes> Included by: N/A Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the Game Modes button.
Success Postcondition:	Game mode is changed to Time Attack

USER STEPS:	**SYSTEM RESPONSE:**
1. Player selects Time Attack among the game mode options	2. Game mode variable is updated to Time Attack 3. Game displays Time Attack tutorial animation

Name/Title:	Quit Game
ID:	14
Description:	From the pause menus, you can quit the current game.
Related Use Case	Included by: <7, Pause> Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the Pause Game button
Success Postcondition:	Game over is called.

USER STEPS:	**SYSTEM RESPONSE:**
1. User hits the quit game button from the pause menu	2. The current game is ended and the score erased

Name/Title:	Select Skin
ID:	15
Description:	Changes the skin of the snake
Related Use Case	Included by: <9, View Skin Options> Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the view skin options button
Success Postcondition:	Skin of the snake is changed

USER STEPS:	**SYSTEM RESPONSE:**
1. User selects the skin option they want	2. The selected skin variable is updated. 3. Snake skin is updated visually.

Name/Title:	Select Difficulty
ID:	16
Description:	Changes the difficulty of the current game
Related Use Case	Included by: <10, View Difficulty Options> Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the view difficulty options button
Success Postcondition:	Game difficulty is updated

USER STEPS:	**SYSTEM RESPONSE:**
1. User selects the difficulty option they want	2. The selected difficulty variable is updated. 3. The game is restarted with this new difficulty

Name/Title:	Resume Game
ID:	17
Description:	Resumes the current game being played.
Related Use Case	Included by: <7, Pause Game> Inclusions: N/A Extensions: N/A
Precondition:	The player has pressed the pause game button
Success Postcondition:	Game is resumed

USER STEPS:	**SYSTEM RESPONSE:**
1. User clicks resume game button	2. The game box code is resumed