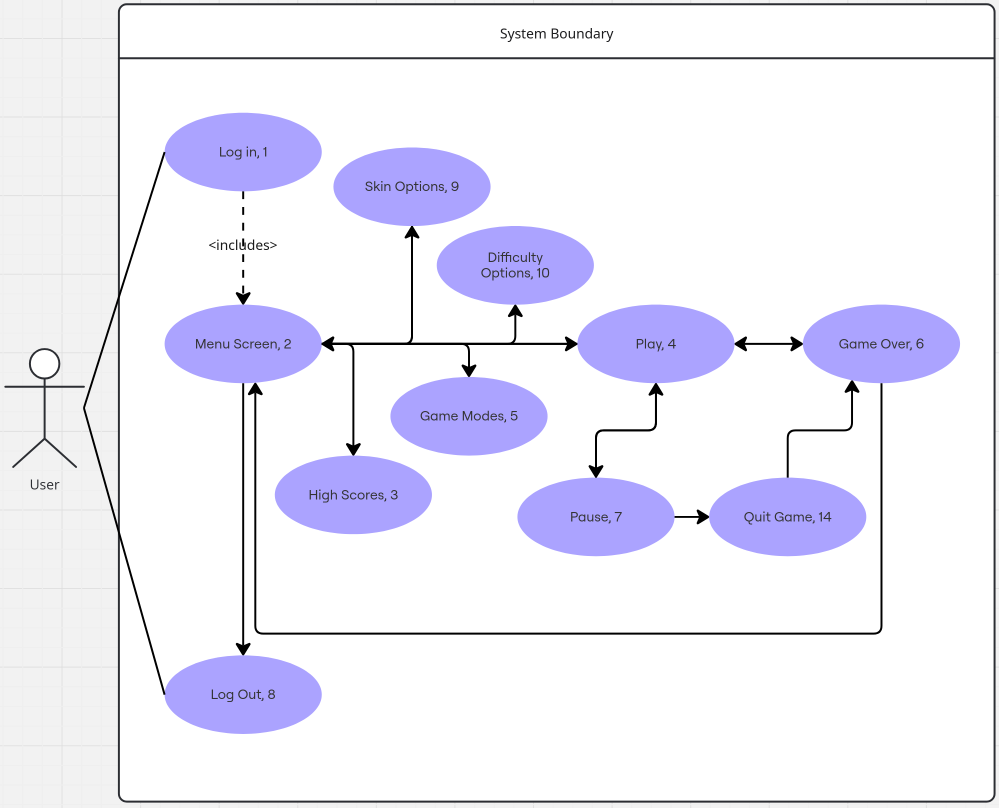
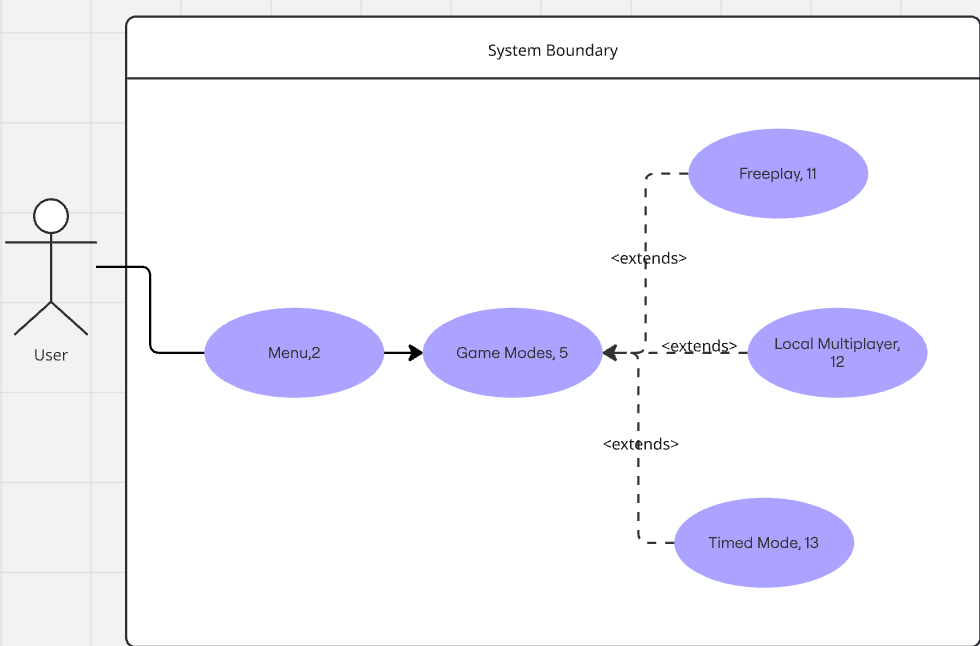
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<https://miro.com/welcomeonboard/bk9ubVZXMkROamlCTitDYlVWWlNYQVhVdHVTRCtRYlFEVHBxQnlWOTZaWW9DQ3VmSFI2YW1tR29GbUtaTzVrUXh3V05GSVBPcWZDVWNVaUt2d0hYQTNDSy9nVGpKMDR3cTdlOURtVXN3M3VBUjZKTm1xU2RSR3NWRFU2QmRRT09zVXVvMm53MW9OWFg5bkJoVXZxdFhRPT0hdjE=?share_link_id=892073133981>



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| Name/Title: | Login |
| --- | --- |
| **ID:** | 1 |
| **Description**: | As a user, I want to be able to log into the game to track my score |
| **Related Use Case** | Included by: <2, Menu Screen> |
| **Precondition**: | Game is on the menu screen. |
| **Success Postcondition**: | The game is updated with your username |

| **USER STEPS:**  1. User clicks the Login button  3. User fills in username  4. User clicks the Continue button | **SYSTEM RESPONSE:**  2. Game replaces Login button with modal with Username field, Continue button, and Log Out button  5. Game sets username to user’s input and closes modal |
| --- | --- |

| Name/Title: | Menu Screen |
| --- | --- |
| **ID:** | 2 |
| **Description**: | A menu used to access most of the game’s features, such as settings and playing the game itself. |
| **Related Use Case** | Instance of: <3 High Scores>, <4 Play>, <5 Game Modes>, <9 Skin Options>, <10 Difficulty Options>  Inclusions: <1, Log In> |
| **Precondition**: | The user has opened the game. |
| **Success Postcondition**: | Users can access the buttons on the menu. |

| **USER STEPS:**   1. User opens the website   3. User presses a button | **SYSTEM RESPONSE:**  2. The Menu is opened  4.System opens that buttons respective screen/menu  5.System eventually returns the user back to the menu |
| --- | --- |

| Name/Title: | High Score |
| --- | --- |
| **ID:** | 3 |
| **Description**: | As a user, I want to be able to see the top 10 highscores |
| **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:**  1. User clicks the High Score button  3. User clicks the button again | **SYSTEM RESPONSE:**  2. Game unhides table of top 10 highscores  4.Game hides the table of top 10 highscores |
| --- | --- |

| Name/Title: | Play |
| --- | --- |
| **ID:** | 4 |
| **Description**: | The button which transitions between the Menu Screen and the game itself. |
| **Related Use Case** | Included by: <2, Menu Screen>  Extensions: <6, Game Over>, <7, Pause>, <14, Quit Game> |
| **Precondition**: | User navigates to Menu Screen |
| **Success Postcondition**: | Correct game board is displayed |

| **USER STEPS:**  1. User presses Play button | **SYSTEM RESPONSE:**  2. Game fetches game mode  3. Game displays corresponding game board |
| --- | --- |

| Name/Title: | Game Modes |
| --- | --- |
| **ID:** | 5 |
| **Description**: | As a user, I want to be able to toggle between different game modes so that there’s more variety between runs. |
| **Related Use Case** | Included by: <2, Menu Screen> 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: | Game Over |
| --- | --- |
| **ID:** | 6 |
| **Description**: | As a user, upon hitting your own snake body or wall the game should inform me that it has ended and provide an option to quit or restart. |
| **Related Use Case** | Instance of: N/A  Included by: N/A  Inclusions: N/A Extensions: N/A |
| **Precondition**: | User hits wall or self |
| **Success Postcondition**: | user quits or restarts |

| **USER STEPS:**  User hits wall or self  User quits or restarts | **SYSTEM RESPONSE:**  game provides game ended message  Game ends program or restarts game |
| --- | --- |

| Name/Title: | Pause |
| --- | --- |
| **ID:** | 7 |
| **Description**: | As a user, I want a pause function, so that I can interrupt my gameplay at ease, without causing myself to instantly lose the game. |
| **Related Use Case** | Instance of: <2 Pause>  Included by: <4 Play>  Inclusions: N/A Extensions: <2 Menu Screen> |
| **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:**   1. game is paused 2. a play button appears |
| --- | --- |

| Name/Title: | Log Out |
| --- | --- |
| **ID:** | 8 |
| **Description**: | As a user, I want to be able to remove my username from the menu page |
| **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. |
| **Success Postcondition**: | The game removes the username from the page |

| **USER STEPS:**   1. User clicks the Log Out button | **SYSTEM RESPONSE:**  2. Game removes the current username from the page  3. The Log Out button gets replaced with a Log In button |
| --- | --- |

| Name/Title: | Skin Options |
| --- | --- |
| **ID:** | 9 |
| **Description**: | As a user I want to be able to display my snake in the color/theme most suited to my taste. |
| **Related Use Cases**: | Instance of: <2, Menu>  Included by: N/A  Inclusions: N/A Extensions: N/A |
| **Precondition**: | Game is running and the user has logged in and moved from the first menu |
| **Success Postcondition**: | The snake will now be displayed with the selected skin |

| **USER STEPS**:  1. User logs in  3. user selects skin settings  5. user selects skin | **SYSTEM RESPONSE**:  2. system saves display name  4. system switches display  6. system saves skin to the snake during gameplay |
| --- | --- |

| Name/Title: | Change Difficulty Setting |
| --- | --- |
| **ID:** | 10 |
| **Description**: | As a user, I want to be able to customize the game to increase/decrease the difficulty in various ways, so that I can adjust the game to fit my skill level. |
| **Related Use Case** | Instance of: <2, Menu>  Included by: N/A  Inclusions: N/A Extensions: N/A |
| **Precondition**: | Game is on the menu screen. |
| **Success Postcondition**: | The game is updated with difficulty adjusted. |

| **USER STEPS:**   1. 1.User opens difficulty Settings Menu   3. User Selects a difficulty option | **SYSTEM RESPONSE:**  2. Game pulls up difficulty settings menu with options  4. Game changes the difficulty setting  5. Game closes the difficulty setting menu  6. Game returns user to the main menu |
| --- | --- |

| Name/Title: | Free Play |
| --- | --- |
| **ID:** | 11 |
| **Description**: | This is the “default” gamemode. The player tries to get fruit to grow in length, while avoiding hitting their body or any walls. To “win”, you need to cover the entire board with your body. |
| **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:**  1. Player selects Free Play among the game mode options | **SYSTEM RESPONSE:**  2. Game mode is updated to Free Play  3. Game displays Free Play tutorial animation |
| --- | --- |

| Name/Title: | Local Multiplayer |
| --- | --- |
| **ID:** | 12 |
| **Description**: | This is an extra gamemode. The gameplay of snake is the same, but with 2 players instead of 1. They will need to coordinate to not run into each other, while still collecting fruit. |
| **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:**  1. Player selects free play among the game mode options | **SYSTEM RESPONSE:**  2. Game mode is updated to Local Multiplayer  3. Game displays Local Multiplayer tutorial animation |
| --- | --- |

| Name/Title: | Time Attack |
| --- | --- |
| **ID:** | 13 |
| **Description**: | A version of the game where you need to eat as many apples as possible while continually speeding up. |
| **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:**  1. Player selects Time Attack among the game mode options | **SYSTEM RESPONSE:**  2. Game mode 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:**   1. User hits the quit game button from the pause menu | **SYSTEM RESPONSE:**   1. The current game is ended and the score erased 2. The Game Over Use case is called |
| --- | --- |