Use-Cases & Narratives

Future Gadget Lab

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# Use-Case ***#001***: Arrange Objects

## Main Scenario

1. Building Mode starts after the player starts the game.
2. Player designs the inside of the buildings by putting objects in different parts of them.
3. Each building has a minimum number of objects that it has to contain.
4. If the user designs inside of each building successfully without any object overlapping and enough objects in each building. The mode is completed successfully and the user continues with run mode.

## Alternative Scenario: Overlapping Objects

1. Player tries to position an object such that they overlap.
2. The game won’t allow the player to do that and indicates it by a message.
3. Player continues building mode.

## Alternative Scenario: Objects Less Than Minimum

1. Player tries to end building mode while a building or more contains objects less than the minimum requirement.
2. The game won’t allow the player to continue on with the run mode.
3. Player continues building mode.

# Use-Case ***#002***: Move

## Main Scenario

1. The player moves around using the arrow keys.
2. Possible directions:
   1. East
   2. West
   3. North
   4. South
3. Player cannot pass through walls.
4. If the player finds a building’s key, he can open the exit door of that building.

# Use-Case ***#003***: Pickup Key / Powerup

## Scenario ***#001***: Pickup Key

1. The player stands next to an object in the building where he is.
2. Player left-clicks on the object.
3. If there is a key under that object, the user will find the key.
4. Otherwise, nothing happens.

## Scenario ***#002***: Pickup Powerup

1. Powerup shows on the map.
2. Player right-clicks the powerup while it’s visible.
3. The powerup either gets automatically activated, like:
   1. Extra Time Powerup
   2. Extra Life Powerup
4. ***OR*** The powerup is stored in the player’s bag, and he can use it later, like:
   1. Hint Powerup
   2. Protection Vest Powerup
   3. Plastic Bottle Powerup

# Use-Case ***#004***: Use Hint Powerup

## Main Scenario

1. The player has a ***Hint Powerup*** in his bag.
2. Player presses ***H*** on the keyboard.
3. A region containing the key gets highlighted for ***10*** seconds.

# Use-Case ***#005***: Use Protection Vest Powerup

## Main Scenario

1. The player has a ***Protection Vest Powerup*** in his bag.
2. Player presses ***P*** on the keyboard.
3. The player has protection from the ***Shooter Alien*** for ***20*** seconds.

# Use-Case ***#006***: Use Plastic Bottle Powerup

## Main Scenario

1. The player has a ***Plastic Bottle*** ***Powerup*** in his bag.
2. The player presses ***B*** on the keyboard.
3. Then the player presses ***A***, ***W***, ***D***, or ***X*** to decide the direction of the bottle.
4. The bottle fools the ***Blind Alien*** into following it instead of the player.

# Use-Case ***#007***: Sign Up / Sign In

## Scenario ***#001***: Create Account

1. The player is greeted with a “Sign Up / Sign In” screen.
2. The player clicks on the “Sign Up” button.
3. They enter a username and a password.
4. An account is created for the player.
5. Player is redirected to the main menu..

## Scenario ***#002***: Successful Login

1. The player is greeted with a “Sign Up / Sign In” screen.
2. The player clicks on the “Sign In” button.
3. They enter their correct username and password.
4. Player is redirected to the main menu.

## Scenario ***#003***: Unsuccessful Login

1. The player is greeted with a “Sign Up / Sign In” screen.
2. The player clicks on the “Sign In” button.
3. They enter a wrong username or password.
4. The game shows an error message.
5. The player is asked to enter credentials again.

# Use-Case ***#008***: Get Help

## Main Scenario

1. The player wants to learn more about the game.
2. The player opens the help page from the main menu.
3. **OR** if the player is in the game:
   1. The player pauses the game.
   2. The player opens the help page from the pause menu.
4. The player finds the information he wants.

# Use-Case ***#009***: Pause / Resume Game

## Main Scenario

1. The player is playing the game.
2. The player presses ***ESC***.
3. The game pauses, and a pause menu appears.
4. The player presses ***ESC*** again, or clicks on the “Resume” button on the pause menu.
5. The game continues.

# Use-Case ***#010***: Browse Game History

## Main Scenario

1. Player clicks the “History” button on the main menu.
2. Player is redirected to the game history list.
3. Player can browse information about past games.