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| **Name** | **UC-01:**  **Start Practice Game** |
| Summary | Allows a player to initiate a solo game for practicing Pokemon guessing. |
| Actors | Player |
| Assumption | The player is on the home screen. |
| Scenario | 1. **Given** that the player is on the home screen. 2. **When** the player chooses the "Play Solo" option. 3. **Then** the player should be able to start a game and begin guessing Pokemon. |
| Exceptions | None |
| Results | The player successfully starts a practice game. |

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| **Name** | **UC-02:**  **Guess Pokemon** |
| Summary | Allows a player to guess a Pokemon from its silhouette during a game. |
| Actors | Player |
| Assumption | A Silhouette of a pokemon is displayed on the screen |
| Scenario | 1. **Given** a silhouette of a Pokemon is displayed. 2. **When** the player starts a game. 3. **Then** the player should be able to guess which Pokemon it is. |
| Exceptions | None |
| Results | The player successfully guesses the Pokemon silhouette. |

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| **Name** | **UC-03:**  **Skip Pokemon** |
| Summary | Enables a player to skip a Pokemon silhouette when they don't know the answer. |
| Actors | Player |
| Assumption | The player does not know the pokemon they are guessing. |
| Scenario | 1. **Given** that the player doesn't know a Pokemon. 2. **When** the player wants to skip the current silhouette. 3. **Then** the player should be able to press a button and guess the next Pokemon. |
| Exceptions | None |
| Results | The player successfully skips the current silhouette. |

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| **Name** | **UC-04:**  **Stop a Practice Game** |
| Summary | Allows the player to stop a practice game without using all of the time. |
| Actors | Player |
| Assumption | The player wants to stop practicing because of various reasons. |
| Scenario | 1. **Given** the player wants to stop a practice run 2. **When** the player presses the "Stop Game" button 3. **Then** the practice game should stop. |
| Exceptions | None |
| Results | The player successfully starts a race against a friend. |

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| **Name** | **UC-05:**  **View Personal Highscore** |
| Summary | Allows a player to see their own highscore of guessed Pokemon. |
| Actors | Player |
| Assumption | The player wants to be able to see how many Pokemon they guessed right in a set amount of time. |
| Scenario | 1. **Given** the player guesses Pokemon. 2. **When** the player guesses a lot of Pokemon. 3. **Then** the player wants to see their highscore. |
| Exceptions | None |
| Results | The player successfully views their personal highscore. |

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| **Name** | **UC-06:**  **View Time Remaining** |
| Summary | Allows a player to see the remaining time during solo or multiplayer races. |
| Actors | Player |
| Assumption | The player has started a race or a practice run. |
| Scenario | 1. **Given** the player has started the race. 2. **When** the player is guessing Pokemon. 3. **Then** the player should be able to see a timer with the remaining time. |
| Exceptions | None |
| Results | The player successfully sees the time remaining. |

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| **Name** | **UC-07:**  **Send Friend Request** |
| Summary | Allows a player to send a friend request to another player. |
| Actors | Player, Friend |
| Assumption | The player wants to invite a friend to be their friend. |
| Scenario | 1. **Given** the player wants to invite a friend to be their friend. 2. **When** the player enters the friend's Username or E-mail address to invite them. 3. **Then** the friend should receive a friend request and be able to accept it. |
| Exceptions | None |
| Results | The friend receives the friend request |

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| **Name** | **UC-08:**  **Accept Friend Request** |
| Summary | Allows a player to Accept a friend request from another player. |
| Actors | Player, Friend |
| Assumption | The player wants to accept the incoming friend request |
| Scenario | 1. **Given** the player wants to accept an incoming friend request 2. **When** the player presses the "Accept" button 3. **Then** the player should now be friends with the other person. |
| Exceptions | None |
| Results | The player accepts the incoming friend request |

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| **Name** | **UC-09:**  **Reject Friend Request** |
| Summary | Allows a player to Reject a friend request from another player. |
| Actors | Player, Friend |
| Assumption | The player wants to reject the incoming friend request |
| Scenario | 1. **Given** the player wants to reject an incoming friend request 2. **When** the player presses the "Reject" button 3. **Then** the player now should have rejected the request and has not become friends with the other person |
| Exceptions | None |
| Results | The player rejects the incoming friend request |

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| **Name** | **UC-10:**  **View Online Friends** |
| Summary | Allows a player to see a list of online friends for easy race invitations. |
| Actors | Player, Friend |
| Assumption | The player wants to see which friends are online to possibly race against. |
| Scenario | 1. **Given** the player wants to race against a friend. 2. **When** the player presses a button to invite them to race. 3. **Then** the friend should get an invitation to race against the player. |
| Exceptions | None |
| Results | The player sees their friend list and who is online. |
| **Name** | **UC-11:**  **Challenge Friends to Race** |
| Summary | Allows a player to invite and race against a friend. |
| Actors | Player, Friend |
| Assumption | The player wants to race against a friend and sends/accepts an invitation. |
| Scenario | 1. **Given** the player wants to race against a friend. 2. **When** the player invites or gets invited to play with a friend. 3. **Then** the player should be able to start the race against the friend. |
| Exceptions | None |
| Results | The player successfully starts a race against a friend. |

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| **Name** | **UC-12:**  **Receive Game Invitation Notification** |
| Summary | Notifies a player when they receive a game invitation from a friend. |
| Actors | Player, Friend |
| Assumption | The player receives an invitation to race from a friend. |
| Scenario | 1. **Given** the player receives an invitation. 2. **When** the player is invited to race by a friend. 3. **Then** the player should get a notification and be able to accept or reject from that notification |
| Exceptions | None |
| Results | The player successfully sees the notification for the game invitation |

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| **Name** | **UC-13:**  **Accept Game Invitation** |
| Summary | Allows a player to Accept a game invitation from their friend |
| Actors | Player, Friend |
| Assumption | The player wants to accept the incoming game invitation |
| Scenario | 1. **Given** the player receives an invitation. 2. **When** the player is invited to race by a friend. 3. **Then** the player should be able to join the game. |
| Exceptions | None |
| Results | The player successfully joins the game from the invitation. |

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| **Name** | **UC-14:**  **Reject Game Invitation** |
| Summary | Notifies a player when they receive a game invitation from a friend. |
| Actors | Player, Friend |
| Assumption | The player wants to reject the incoming game invitation |
| Scenario | 1. **Given** the player receives an invitation. 2. **When** the player is invited to race by a friend. 3. **Then** the player should be able to reject the game. |
| Exceptions | None |
| Results | The player successfully rejects the game from the invitation. |

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| **Name** | **UC-15:**  **Monitor Opponent's Guessed Pokemon** |
| Summary | Allows a player to see how many Pokemon their opponent has guessed during a race |
| Actors | Player, Opponent |
| Assumption | The player is racing against someone. |
| Scenario | 1. **Given** the player is racing against someone. 2. **When** the player is guessing Pokemon. 3. **Then** the player wants to see how many Pokemon their opponent has guessed, to know if they are in the lead. |
| Exceptions | None |
| Results | The player successfully monitors their opponent's progress during the race. |