

Finish the game

Goal Level: **Sea-Level**

Main Success Scenario

1. Enter the number of players;
2. Choose player color;
3. Choose Nightmare;
4. Enter yesterday's bedtime;
5. Receive First Sheep Tile;
6. Go to 7;
7. Draw cards until user has total two cards;
8. Play card;
9. Choose an action based on the played card: Move, Catch Zzz, Get Winks, Move & Catch Zzz, and Move & Get Winks;
10. Use DreamTile
11. Call it a Night
12. Choose a DreamTile from a market and place it on the Gameboard
13. go back to step 5 until 10 is satisfied
14. Game ends

Extensions

- 1a: The user didn't type the number of player
 - .1: Other player(s) type the number of players
- 3a: The user didn't choose the Nightmare
 - .1: Other player(s) choose the Nightmare
- 6a: Scared by the Nightmare twice
 - .1: The user wakes up
- 7a: If the player is the only one active, draw one card and put it back on the deck
 - .1: If the card is Nightmare Card, perform it and repeat 7a
 - .2: Otherwise, go to 7b
- 7b: If the user draws a Nightmare Card, user must perform it and draw another card
 - .1: If the user draws another Nightmare Card, repeat 7b
 - .2: If the user draws Sheep card go to 7
 - .3: If the user's Sheep Token gets scared twice, go to 6a
- 9a: If the user's wink token reaches pillow token, go to 10
- 10a: Didn't use dreamtile
 - .1: Go to 11
- 10b: Effect of Dream Tile leads to end of game
 - .1: Go to 14.
- 11a: Didn't call it a night
 - .1: Go to 5
- 12a: Didn't choose Dream Tile
 - .1: Catch 2 Zzz's
- 14a: Game didn't end
 - .1: Go back to 5

1. Clarify the definition of scenario, user journey, and user use cases
2. Write the list of all possible scenarios throughout the entire game
3. Make a diagram of scenarios connected by branches and loops (picture included) – NOT UML
4. Complete the user journey based on the diagram above
5. Clarify that the User Journeys are written in the form of a Use Case document (but we know they are NOT the same)

User Journey

****Preparation of game****

Goal: Prepares the game for play

1. The user is prompted to enter number of players;
2. The user enters number of players;
3. The user is prompted about their color of choice;
4. The user enters their color of choice;
5. The user is prompted to enter their bedtime from last night;
6. The user enters their bedtime from last night;
7. First Sheep token is then given to the user with the earliest bedtime;
8. The user is prompted to pick a Nightmare for the game;
9. The user picks a Nightmare;
10. The user is forced to draw cards until they have two Sheep cards.

****One round of a Racing Phase****

Goal: The user successfully completes a round of the Racing Phase

1. The user picks a card from their hand and chooses 1-3 options to resolve based on the card;
2. The user resolves card;
3. The user's Sheep Token moves based on the description written on the card;
4. The user decides to use Dream Tile if they have enough tokens on it and there is a DreamTile where their sheep is;
5. The user draws cards from the Deck until the user has a total of two cards on hand;

****Resting Phase****

Goal: The user successfully places a Dream Tile on the Board.

1. The user sees the Dream Tiles from the market and chooses one Dream Tile;
2. The user places the chosen Dream Tile on one of the empty spot in the game board;
3. The user checks assigned amount of Zzz tokens on the Dream Tile and puts them on the tile that they just placed;

****The user's Sheep token gets scared twice by Nightmare and wakes up****

Goal: The user performs a turn during Racing Phase and gets woken up by the Nightmare.

1. User draws a Nightmare Card from the card deck;
2. The Nightmare Card is immediately resolved and the card is discarded;
3. As Nightmare Token moves, the user's Sheep Token gets scared for the second time;
4. The user's Sheep Token is kicked out of the game board;
5. The user loses all winks points and the user's wink token goes back to 0;
6. The user's cards are discarded;

7. User is informed that they are out for this racing phase round.

****Sheep token passes the fence and call a night****

Goal: The user's Sheep Token passes through the fence and decides to call it a night for the rest of the racing phase

1. The user moves user's Sheep Token forward and it passes the fence;
2. The user decides to call it a night;
3. The user gets 5 wink points and the user's wink token moves forward by 5;
4. The user's Sheep Token gets taken out of the Game Board;
5. The user's cards on hand are discarded;

User Use Case

1. Preparation of the Game

ID	001
Title	Prepare Game
Description	The user turns on a video game "Sheepy Time" and enters the time the user went to bed last night and chooses their preferred name as well as choosing which nightmare to play the game with, to start the game and the Racing phase successfully starts.
Primary Actor	The user
Preconditions	Sheepy Time is currently turned off.
Postconditions	Racing Phase starts and the user has two Sheep cards in their hand.
Main Success Scenario	<ol style="list-style-type: none">1. The user enters their bedtime;2. The user enters their name;3. The user is informed the order of turn;4. The user chooses one Nightmare from 3 candidates;6. The user gets 2 cards in their hand;
Extensions	None.
Frequency of Use	At the beginning of the game.
Status	Haven't started the implementation.
Owner	To be determined.
Priority	To be determined.

2. One turn of a Racing Phase

ID	002
Title	Turn of racing phase.
Description	The user chooses one Sheep card from their hand and resolves it. Then, possibly use dream tile, and then refill their hand until they have a pair of Sheep cards
Primary Actor	The user
Preconditions	1. The user has a pair of Sheep cards on hand; 2. The user is active.
Postconditions	1. The user has a different pair of Sheep cards; 2. The user is still active.
Main Success Scenario	1. The user picks a card from their hand and chooses from 1-3 options to resolve based on the card; 2. Sheep token moves; 3. The user decides to use the dream tile that their Sheep Token lands on; 4. The user gets 2 new cards until they have 2 sheep card;.
Extensions	2a: The user decides to catch Zzz tokens from the user's supply; .1: The user chooses 1-2 DreamTile(s) and catch Zzz tokens. .2: Go to step 4. 2b: User decides to get WinkToken(s); .1: User sees their wink token moves. .2: Go to step 4. 2c: The user catches Zzz tokens from the user's supply and moves SheepToken; .1: The user sees their Wink and SheepTokens move on their respective boards. .2: Go to step 4. 2d: The user gains winks and moves Sheep Token; .1: User sees their Sheep Token move and The user chooses 1-2 DreamTile(s) to catch their Zzz's on. .2: Go to step 4. 4a: User draws NightmareCard; .1: The user resolves that Nightmare Card. .2: The user draws another card from the top of the deck. If it's a NightmareCard, go to step 4a-1. Otherwise, go to step 4. 4b: User is the only active player in current Racing phase;

	.1: The user reveals the top card from the deck. If it's a NightmareCard, go to step 4a-1. Otherwise, go to step 4.
Frequency of Use	Will be performed at each turn, during the Racing phase, unless the user calls it a night or wakes up by Nightmare.
Status	Haven't started the implementation.
Owner	To be determined.
Priority	To be determined.

3. Resting Phase

ID	003
Title	Resting Phase;
Description	Now it's the user's resting phase turn. User either chooses one dream tile from the market and place it on the one of the empty space in the game board, or catches two Zzz tokens;
Primary Actor	The user
Preconditions	<ul style="list-style-type: none"> - Racing phase ends; - User doesn't have any card; - Sheep token is in the user's supply.
Postconditions	<ul style="list-style-type: none"> - The user doesn't have any card; - Sheep token is in the user's supply.
Main Success Scenario	<ol style="list-style-type: none"> 1. The user chooses one dream tile from market and place it on one of the empty space of the Game board; 2. User catches 3 Zzz tokens, or one infinite Zzz token, based on what that dream tile informs, on that dream tile; 3. Market is refilled with a new tile from the deck of Dream Tiles.
Extensions	<p>1a: Either user chooses or if there is no empty space on the Game board, user catches 2 Zzz tokens from the user's supply;</p> <p>.1: User chooses one or two dream tile(s) to put Zzz token.</p> <p>1b: User chooses to catch Zzz token, but there is no more Zzz tokens in the user's supply;</p> <p>.1: User moves one or two Zzz tokens from one dream tile to other dream tiles.</p>

Frequency of Use	Each resting phase.
Status	Haven't started the implementation.
Owner	To be determined.
Priority	To be determined.

4. Sheep token get scared twice by Nightmare and wake up

Goal: User draws a Nightmare card from the deck! Nightmare scares the user's Sheep Token twice and the user wakes up

ID	004
Title	Scared Twice
Description	The user draws a Nightmare Card from the deck! Nightmare scares the user's Sheep Token twice and the user wakes up.
Primary Actor	The user
Preconditions	The user is active
Postconditions	<ul style="list-style-type: none"> - The user doesn't have any wink points and their hand is empty (doesn't have a card); - The user's Sheep Token is not on the game board.
Main Success Scenario	<ol style="list-style-type: none"> 1. The user draws a Nightmare Card and resolves it immediately; 2. The user's Sheep Token gets scared twice; 3. The user's put their Sheep Token out from the game board; 4. The user loses all wink tokens; 5. The user throws all cards in the hand.
Extensions	<p>1a: Nightmare moves and passes the fence; .1: Go to step 3.</p> <p>2a: The user's Sheep Token gets scared for the first time; . 1: The user's Sheep Token becomes scared.</p>
Frequency of Use	Every single time when any player playing the game draws a Nightmare card.
Status	Haven't started the implementation.
Owner	To be determined
Priority	To be determined

5. Sheep token passes the fence and call a night

ID	005
Title	Call a night
Description	The user's Sheep Token passes the fence and decides to call a night for the rest of the racing phase.
Primary Actor	The user
Preconditions	The user is active
Postconditions	<ul style="list-style-type: none">- The user has earned some amount of wink points;- The user's Sheep Token is out of the game board- The user's hand is empty (doesn't have any card).
Main Success Scenario	<ol style="list-style-type: none">1. The user moves their Sheep Token by using a Sheep Card or Dream Tile user used and Sheep Token passes the fence;2. The user calls it a night;3. The user gets 5 wink points and their wink token moves by 5;4. The user takes their Sheep Token out of the Game board.
Extensions	.2a: The user chooses to continue the racing phase.
Frequency of Use	Every single time when the user's Sheep Token passes the fence.
Status	Haven't started the implementation.
Owner	To be determined.
Priority	To be determined.