UC9-1: Use Case: After winning condition, the player goes to result screen.

UC9-2: Authors: AN

UC9-3: Date: 9-NOV-16

UC9-4: Purpose: To show the winning status and Main map with unlocked level.

UC9-5: Overview: The player won the game by passing through exit. The client sends the request to update the score. Server starts processing request. Server updates the results in scoreboard, unlock the new level and sends a response back to client to show the result screen with details which includes time, coins or other entities player collected. Followed by client displays the main map to player, which shows the unlocked level with an option to return to main menu.

UC9-6: Cross References: R6.1

UC9-7: Actors: Player

UC9-8: Pre-condition:

UC-9-Pre-1: The player must not be in dungeon and passed through exit.

UC-9-Pre-2: The player must be won the game.

UC9-9: Post-condition:

UC-9-Post-1: The player gets the result screen.

UC-9-Post-2: The server updates the scoreboard & sent the result screen.

|  |  |  |
| --- | --- | --- |
| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. The player won the game. |  |  |
|  | 1. Sends the updated result to the server. |  |
|  |  | 1. Receives the request. |
|  |  | 1. Update the scoreboard. 2. Unlock a new level 3. Sends the result screen. |
|  | 1. Shows the result screen 2. Shows the main map with unlocked level 3. Returns to main menu. |  |

UC9-10: Exception flow of events:

Step1: If player loses the connection to the network after winning the game, client wait for a specified amount of time .If player comes back, client sends request to server and steps 2-8 will carry on. If the server hasn’t got any request within the time limit then server will remove the player’s character.