Use Case Specification

Use case name: Play a Breakout Game

Brief Description: Player plays a Breakout Game

Actors: Slider, Ball

Overall Flow of events:

1. Slider moves left and right using keyboard.
2. Ball continuously moves in the game world and collides with brick pattern.
3. Sometime power up is generated for some action in the game.
4. Score and life gets updated as per hits of ball with bricks pattern.

Various Flows:

1. Slider movement in both left and right directions, default lives are 3 and points are 0.
2. Ball bounce back when hits the slider.
3. Ball bounce back when hits game world boundary.
4. Ball hits bricks pattern and pattern object destroyed. Score gets updated and randomly powerup may fall down.
5. If the powerup is collected by the slider then consequent action takes place depending on the type of power up.
6. If the powerup is of slider width change then it will update slider width. Power up can be of increasing ball speed or increase 50 points.
7. Bullets powerup can hit some bullets on the bricks and bricks will be broken.
8. Once all pattern bricks are destroyed a stage is cleared and new stage will be started.
9. If all three lives are lost and bricks pattern is not totally broken then game will be over.

Preconditions:

- Player opens the browser and game page gets loaded.
- Player clicks in the Game World to start a game.

Success Guarantee:

- Player has cleared a stage and whenever player lost 3 lives then game will be over.

Minimal Guarantee:

- Player couldn't clear a single stage.