

#01-02: Potential Customer purchases a studio game

Description: Follows the process of a Potential Customer accessing the studio website to find information about games and navigate to the Steam Store.

Primary Actors: Potential Customer

Precondition: Potential Customers must have access to the Steam Store.

Secondary Actors: Steam Store

Ideal Path:

1. The Potential Customer navigates to the "Games" page.
2. The Potential Customer searches for a game by name.
3. The Potential Customer clicks a link to a game's webpage from the search results.
4. The Potential Customer views detailed game information about their chosen game.
5. The Potential Customer navigates to the Steam Store to purchase their chosen game.

Alternate Paths:

1. Potential Customer enters search terms that yields no results.
 - The Potential customer will be prompted to retry searching after being brought to an "invalid search" page.
2. Potential Customer browses multiple game webpages before purchasing a game of their choosing.
 - The Potential Customer can return to (2) of the Ideal Path as long as they are under the "Games" page.

Postcondition: Potential Customer is sent to the Steam Store to purchase their chosen game.

Linked Use Cases: 02-05 Consumer Steam Purchase

Summary

Selling video games to Potential Customers is the main line of business for the game studio. By providing information about the studio's high-quality products, Potential Customers will be properly equipped to make an informed decision about their game of choice. By keeping the path of purchase a video game simple and straightforward, we remove the hassle that can come with trying to find a particular video game in a market

where there are thousands of others. Through website design, Potential Customers are able to seamlessly browse through all of the studio's games from any game webpage or game search page. This use case details potential actions that a Potential Customer can take on their way to purchasing one of the studio's video games.

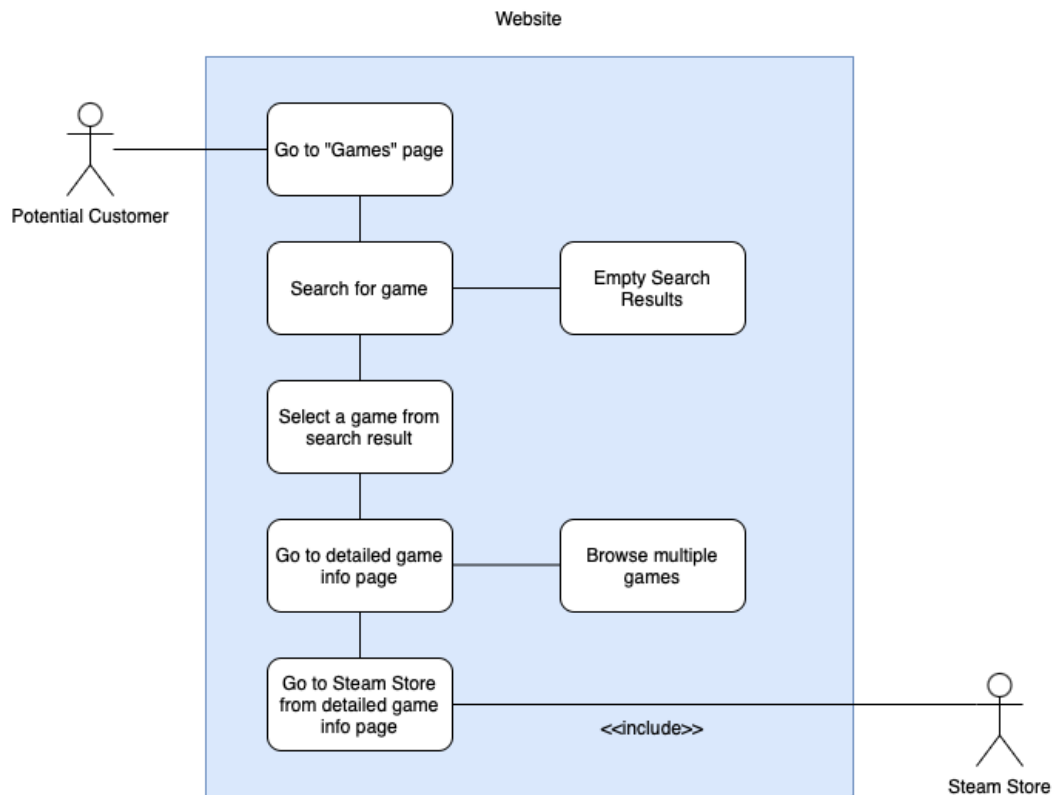
First, the homepage. The website's homepage is the "Games" page, so Potential Customers that type in the website's URL will be positioned to start from (1) on the Ideal Path. Once there, Potential Customers can search for a video game by name, filtered by genre and game dimension (2D or 3D). Once a suitable game catches the Potential Customer's interest, clicking on the game entry's icon will bring the Potential Customer to that game's information page. This information page features samples of the video game (gameplay images, videos, music) to match the Steam Store's preview images and provides a link to the game's Steam Store page for purchase.

Purchasing video games is not always as simple as typing in a name and getting a result. For this reason, alternate paths for invalid searches and Potential Customers browsing through different game pages before choosing to move to the Steam Store page for one of those games is included. By making browsing easy, Potential Customers are likely to check out more than one game that catches their interest.

Goal:

Potential Customer navigates to Steam Store through website video game information page.

#01-02



#01-03: Developer Info Seeker contacts Development Team

Description: Follows the process a Developer Info Seeker contacting the development team through social media accounts, direct email, or a website form message.

Primary Actors: Developer Info Seeker

Precondition: Developer Info Seeker must have an email address or social media account.

Ideal Path:

1. If the Potential Customer navigates to the "About" page:
2. Potential Customer can choose between three methods of communication: Social media, Website form, direct email.
3. If choosing the website form, the Potential Customer will complete the human verification form, enter their name and email, then send a message to the development team.

4. If choosing social media, the website will redirect to the studio's different social media account pages.
5. If choosing to directly email the developer, the website provides the Potential Customer with a business email address.

Alternate Paths:

1. Potential Customer has failed the human verification.
 - The Potential Customer will be prompted to try the human verification form again.

Postcondition: Developer Info Seeker awaits a response from the development team.