

Name	Start Game
ID	View-UC1
Brief Description	Describes how the user starts the game
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “play” option
Preconditions	App is in main menu selection
Primary Flow	1.The app opens the game window
Alternate Flows	Game window fails to open (Step 1): If the game window fails to open, then: <ul style="list-style-type: none"> 1. The app shall display a message indicating that the game window failed to open 2. The app shall display the main menu options 3. The use case ends with an indication of the failure
Minimal Guarantees	The app remains running.
Success Guarantees	The app opened the game window.

Name	Open Main Menu Options
ID	View-UC2
Brief Description	Describes how the user opens the main menu options
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “options” option
Preconditions	App is in main menu selection
Primary Flow	1.The app displays the main menu options
Alternate Flows	Options fails to display (Step 1): If the main menu options fails to display, then: <ul style="list-style-type: none"> 1. The app shall display a message indicating that the main menu options failed to display 2. The app shall display the main menu options 3. The use case ends with an indication of the failure
Minimal Guarantees	The app remains running.
Success Guarantees	The app displayed the main menu options.

Name	Display Credits
ID	View-UC3
Brief Description	Describes how the user displays the game credits
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “credits” option
Preconditions	The use case “Open Main Menu Options (View-UC2)” is performed
Primary Flow	1.The app displays the game credits
Alternate Flows	Game credits fail to display (Step 1): If the game credits fail to display, then: <ol style="list-style-type: none"> 1. The app shall display a message indicating that the game credits failed to display 2. The app shall display the “main menu options” options 3. The use case ends with an indication of the failure
Minimal Guarantees	The app remains running.
Success Guarantees	The app displayed the game credits.

Name	Quit in Main Menu
ID	View-UC4
Brief Description	Describes how the user quits the app while in the main menu
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “quit” option
Preconditions	App is in main menu selection
Primary Flow	1.The app turns off
Alternate Flows	None
Minimal Guarantees	The app is terminated.
Success Guarantees	The app is terminated.

Name	Open In-Game Options
ID	View-UC5
Brief Description	Describes how the user displays the in-game options
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “options” option
Preconditions	The use case “Start Game (View-UC1)” is performed
Primary Flow	<ol style="list-style-type: none"> 1. The app displays the in-game options 2. The app pauses the game
Alternate Flows	<p>In-game options fails to display (Step 1): If the in-game options fail to display, then:</p> <ol style="list-style-type: none"> 1. The app shall display a message indicating that the in-game options failed to display 2. The app shall display the game window 3. The use case ends with an indication of the failure
Minimal Guarantees	The app’s game state remains unchanged and the app remains running.
Success Guarantees	The app displayed the in-game options.

Name	Restart Game
ID	View-UC6
Brief Description	Describes how the user restarts the game
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “restart” option
Preconditions	The use case “Display In-Game Options (View-UC5)” is performed
Primary Flow	<ol style="list-style-type: none"> 1. The app removes the in-game options display 2. The app resets the game state to the initial settings at the time the game window was opened.
Alternate Flows	<p>Game state fails to reset (Step 2): If the game state fails to reset, then:</p> <ol style="list-style-type: none"> 1. The app shall display a message indicating that the game state failed to reset 2. The app shall close the game window 3. The app shall display the main menu options 4. The use case ends with an indication of the failure
Minimal Guarantees	The app remains running.
Success Guarantees	The game state was reset.

Name	Quit While In-Game
ID	View-UC7
Brief Description	Describes how the user quits while in-game
Actors (primary and supporting/secondary)	App User
Triggers	App User selects “quit” option
Preconditions	The use case “Display In-Game Options (View-UC5)” is performed
Primary Flow	<ol style="list-style-type: none"> 1. The app removes the in-game options display 2. The app closes the game window 3. The app displays the main menu options
Alternate Flows	<p>Main menu fails to display (Step 3): If the main menu fails to display, then:</p> <ol style="list-style-type: none"> 1. The app shall display a message indicating that the main menu failed to display 2. The app shall shut down 3. The use case ends with an indication of the failure
Minimal Guarantees	None.
Success Guarantees	The game window was closed.