Fully Dressed UC 4

Player Forfeits Game

# Table of Contents

[**Table of Contents**](#_k15i9ncf8m6c) **1**

[**Use Case**](#_lwjxc0dnhf2w) **2**

[**Scope**](#_7sorydp6l33t) **2**

[**Level**](#_o8va307xpgbs) **2**

[**Primary Actor**](#_y5s2hqsnvj7f) **2**

[**Stakeholders and Interests**](#_nh9lf6umv2gs) **2**

[**Preconditions**](#_rtu2r113v967) **2**

[**Success Guarantee**](#_2kr867rxp6hp) **2**

[**Main Success Scenario**](#_ln5jvyebfwz0) **2**

[**Extensions**](#_fjvckvwapu81) **2**

[**Special Requirements**](#_xx6mb1e02ojs) **3**

[**Technology and Data Variations List**](#_4qtf26309674) **3**

[**Frequency of Occurrence**](#_conyb09zxjuh) **3**

[**Miscellaneous**](#_axzx819jq0iw) **3**

[**System Sequence Diagram**](#_xrg0s9tgggbv) **4**

# 

# 

# Use Case

Player Forfeits game

# Scope

City Builder Game Application

# Level

user-goal

# Primary Actor

Player

# Stakeholders and Interests

Players - players may want to forfeit the game either because they cannot proceed with the game anymore or because they know they cannot win against other players.

Administrator- Will have one less player to manage when handling the system.

# Preconditions

System is running, Players are logged in, Player is at the system, Player can input into the system

# Success Guarantee

The game has already started and the player is currently taking their turn.

# Main Success Scenario

Administrator starts the system

Players are logged in and authenticated

Player chooses the forfeit option in their turn

System updates Game to have one less player

System removes player from play

System gives control to the next player

# Extensions

* Too many players forfeit the game
  + This may leave the game with only one player left. If this occurs, then that player must be named as the victor.
* Player did not mean to forfeit game.
  + Player will be able to rejoin, but player may have to start over as a fresh player.

# Special Requirements

* System works in both Linux and C++
* Shows all options in English

# Technology and Data Variations List

* System Administrator Override by entering user name and password

# Frequency of Occurrence

Can happen up to once per turn, up to once per player, and up to twice per game.

# Miscellaneous

* Should the system allow the last player to forfeit?
* Should the system save the players that forfeit or discard them to save on memory?

# 

# 

# 

# 

# System Sequence Diagram

In this scenario, the player will login into the system. The system will authenticate the player, and the player will start the game. The player(s) take turns using gatherResource() and buildBuilding(cost, pointValue). The player in this use case needed to leave the game for some reason and decided to use Forfeit() to exit the game. The system kicks the player from the game with kickPlayer() and the game is updated to have one less player. At this point, the login is very basic and uncompleted.

