**Use Case Document**

**TAFE Invaders**

**Jupiter Mining Corporation**

**Galilean IV Europa, Jupiter**

**28/05/2020**

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# Introduction

This Use Case has been developed for Jupiter Mining Corporation’s new software for playing TAFE Invaders. Its design has been based on the design team’s gathering of business and functional area requirements and outlines the various Use Cases of the TAFE Invaders application.

# Sponsor Acceptance

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| --- |
| Approved by the Project Sponsor:  Date:  <Project Sponsor> |
| Sponsor Acceptance  Approved by the Project Sponsor:  Date:  <Project Sponsor> |
| Sponsor Acceptance  Approved by the Project Sponsor:  Date:  <Project Sponsor> |

# Use Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name of Use Case:** | Play a game of TAFE Invaders | | | |
| **Created By:** | Jupiter Mining Corporation | | **Last Updated By:** | B. Royans |
| **Date Created:** | 28/05/2020 | | **Last Revision Date:** | 28/05/2020 |
| **Description:** | | The user plays a game of TAFE Invaders. | | |
| **Actors:** | | User | | |
| **Preconditions:** | | 1. Game is not already running. | | |
| **Postconditions:** | | - | | |
| **Flow:** | | 1. User starts the game. 2. User earns score based on progression. 3. User eventually dies and ends game. 4. Score recorded and added to high score table. | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name of Use Case:** | Search name in High Scores | | | |
| **Created By:** | Jupiter Mining Corporation | | **Last Updated By:** | B. Royans |
| **Date Created:** | 28/05/2020 | | **Last Revision Date:** | 28/05/2020 |
| **Description:** | | The user queries stored high scores. | | |
| **Actors:** | | User | | |
| **Preconditions:** | | - | | |
| **Postconditions:** | | - | | |
| **Flow:** | | 1. User selects ‘Search High Scores’. 2. User enters name to query. 3. Search results are returned and display to user. | | |