

Choose Saved Game or Start New Game

Player is able to view all saved games and scores and is able to choose to continue a game or start a new one

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player is able to view all saved games and scores
2. Player selects saved game or new game to play

Alternate Flow

1. Player has no saved games
2. Player is then forced to start new game

Exception Flow

1. Player has reached maximum number of saved games
2. Player is forced to delete a game and start a new one

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player has successfully accessed account
Post-conditions	Player has successfully chosen a saved game or started a new game
Author	N/A
Assumptions	N/A

Requirements

Continue Saved Game or Start New Game

Click through Series of Tips/Instructions

This is where the player is given knowledge of how the game and website works

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player chooses whether they would like to see the instructions
2. Player clicks through various messages/pop-ups
3. Player gains knowledge of the game and website

Alternate Flow

1. Player chooses to skip instructions
2. Player goes straight to game

Exception Flow

1. Player has chosen a saved game
2. Player is not prompted with game instructions

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player has started game and chosen difficulty
Post-conditions	Player has successfully gained knowledge of the game and website and completes a game
Author	N/A
Assumptions	N/A

Requirements

Instructions

Enter Username and Password

This is where the Player enters their respective username and password

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player enters username
2. Player enters password
3. Player clicks the login button

Alternate Flow

1. Player does not have an existing account
2. Player chooses to sign up
3. Player enters username
4. Player enters password
5. Player clicks sign up button

Exception Flow

1. Player has an existing account
2. Player enters username
3. Player enters password
4. Username and/or password is incorrect
5. Player is notified that username and/or password is incorrect

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player has succesfully accesed website
Post-conditions	Player has signed/logged in successfully
Author	N/A
Assumptions	N/A

Requirements

Username and Password input

Play Game

This is where the Player is able to play the game

Information

Rank Unspecified

ID

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Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player is able to play game
2. Player makes choices of where to put numbers on the board
3. Player then completes the game

Alternate Flow

1. Player makes choices for where each number goes on the board
2. Player is unable to successfully complete puzzle
3. Player is able to save game and continue later

Exception Flow

1. Player has chosen easy difficulty
2. Player makes choices of where to put numbers on the board
3. Player is unsuccessful as completing puzzle
4. Player has no easier difficulty to switch to

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player has chosen difficulty or a saved game
Post-conditions	Player completes a game
Author	N/A
Assumptions	N/A

Select Difficulty

This is where the player would be able to choose a difficulty to play a game

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player has options of difficulty to choose from
2. Player chooses the desired difficulty

Alternate Flow

1. Player's first new game
2. Easy difficulty is chosen automatically

Exception Flow

1. Player has already completed the hardest difficulty comfortably
2. Player has no way to choose a challenging difficulty

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player a successfully chosen a new game to play
Post-conditions	Player is then sent to appropriate game board based on player selection
Author	N/A
Assumptions	N/A

Requirements

Select Difficulty

Select Game Difficulty

This is where the player is able to choose their desired difficulty

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player has option of difficulty to choose from
2. Player chooses desired difficulty

Alternate Flow

1. Player's first new game
2. Player is automatically taken to a puzzle of easy difficulty

Exception Flow

1. Player has played easy difficulty
2. Player finds extreme difficulty in playing easy difficulty
3. Player has no easier puzzle to choose

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player chosen to start new game
Post-conditions	Player is succesfully sent to the appropriate puzzle
Author	N/A
Assumptions	N/A

Requirements

Select Game Difficulty

Select New Game/Saved Game

This is where the player would select a new game or a saved game to play

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Scenario

1. Player has a view of each individual game and score
2. Player has the ability to choose a saved game or new game

Scenario2

1. Player has the ability to erase all the previous games and start over

Scenario3

1. Player has reached maximum number of saved games
2. Player cannot start a new game and is forced to delete a saved game

Details

Level N/A

Complexity N/A

Use Case Status N/A

Implementation Status N/A

Preconditions Player has logged in successfully

Post-conditions Player has started a new/ saved game

Author N/A

Assumptions N/A

Requirements

New Game/Saved Game

Sign into Account

This is where the Player would input user name and password to access account.

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player has entered website
2. Player has entered username
3. Player has entered password
4. Player has clicked the login button

Alternate Flow

1. Player enters website
2. Player does not have a existing account
3. Player creates a new account
4. Player enters username
5. Player enters password
6. Player clicks signup button

Exception Flow

1. Player enters website
2. Player enters username
3. Player enters password
4. Player clicks login button
5. Login is unsuccessful
6. Player is notified that incorrect password and/or username has been provided

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Login system is working successfully
Post-conditions	The Player is then sent into their respective account and is able to view and access saved games
Author	N/A
Assumptions	N/A

Requirements

Login

Start Game

This is where the player is able to choose numbers to put into the puzzle

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

Supporting Actors

Scenarios

Basic Flow

1. Player chooses a number for each respective spot on the puzzle
2. Website checks if each number is in correct spot
3. Player then successfully completes puzzle

Alternate Flow

1. Player chooses numbers for several positions
2. Player chooses to continue puzzle later
3. Player saves puzzle to account

Exception Flow

1. Player chooses a number for each position
2. Player checks if numbers are in correct position
3. Player places numbers in incorrect position
4. Player is unable to complete puzzle no matter how many attempts despite being on easy difficulty

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	Player has knowledge of the game
Post-conditions	Player successfully completes game
Author	N/A
Assumptions	N/A

Requirements

Start Game