Programming Pokemons
Team: CodeMonks

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UI Wireframes

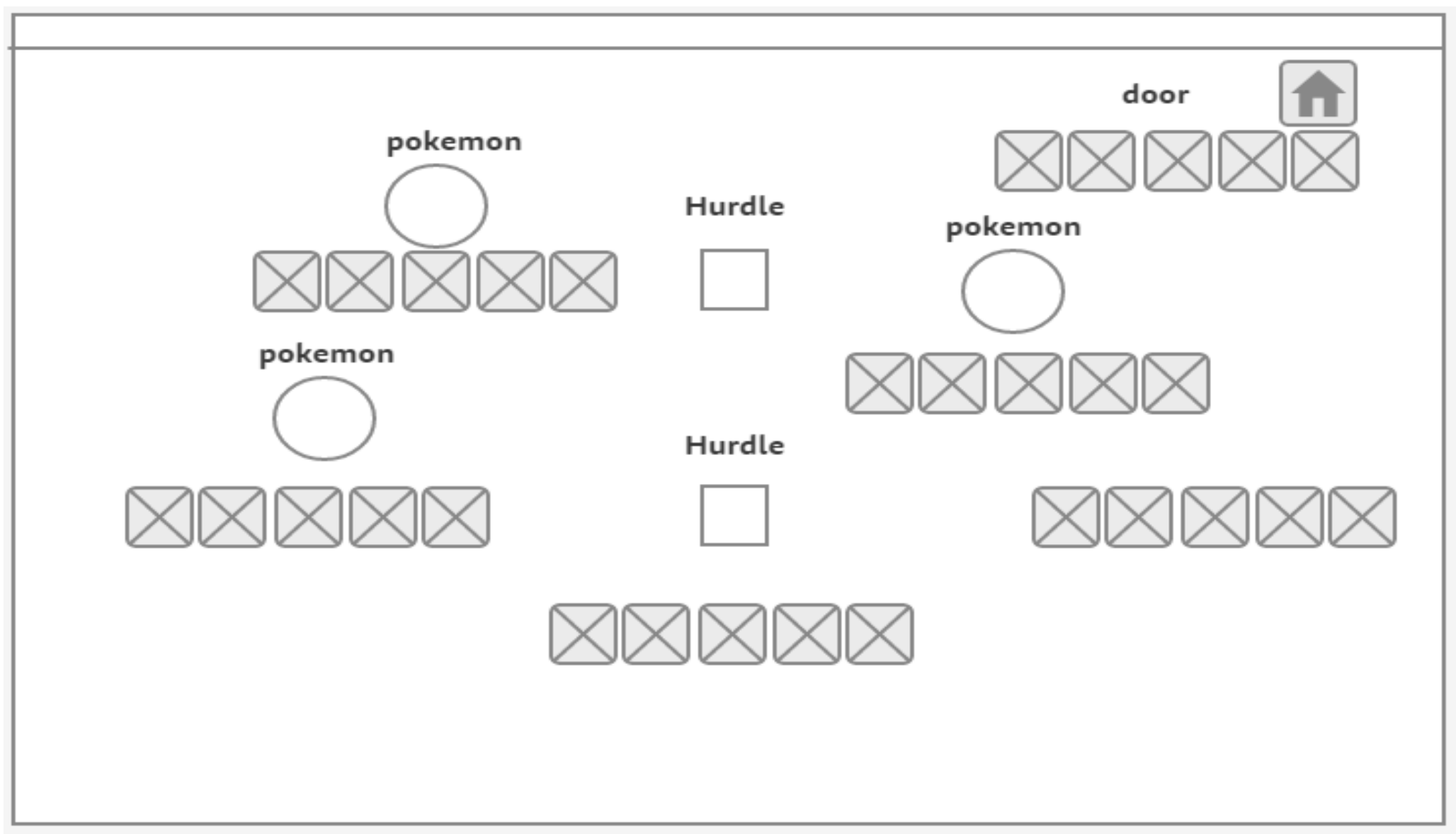# Choose a game to join

Game #1

Game #2

Game #3

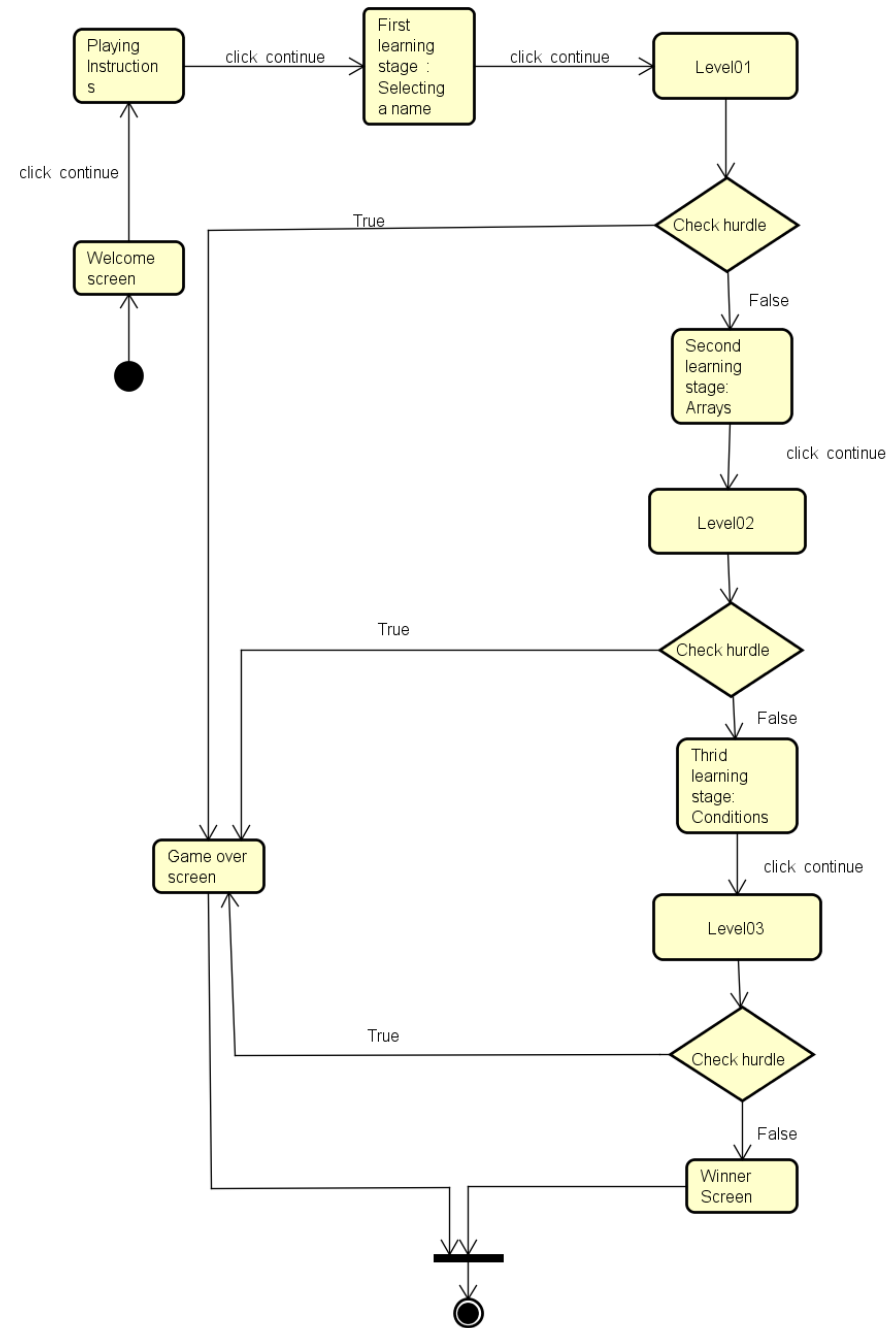# Choose a name for your player

John

Bruce

Milly

Congratulations !

Every Pokemon you caught is a variable in the programming world.

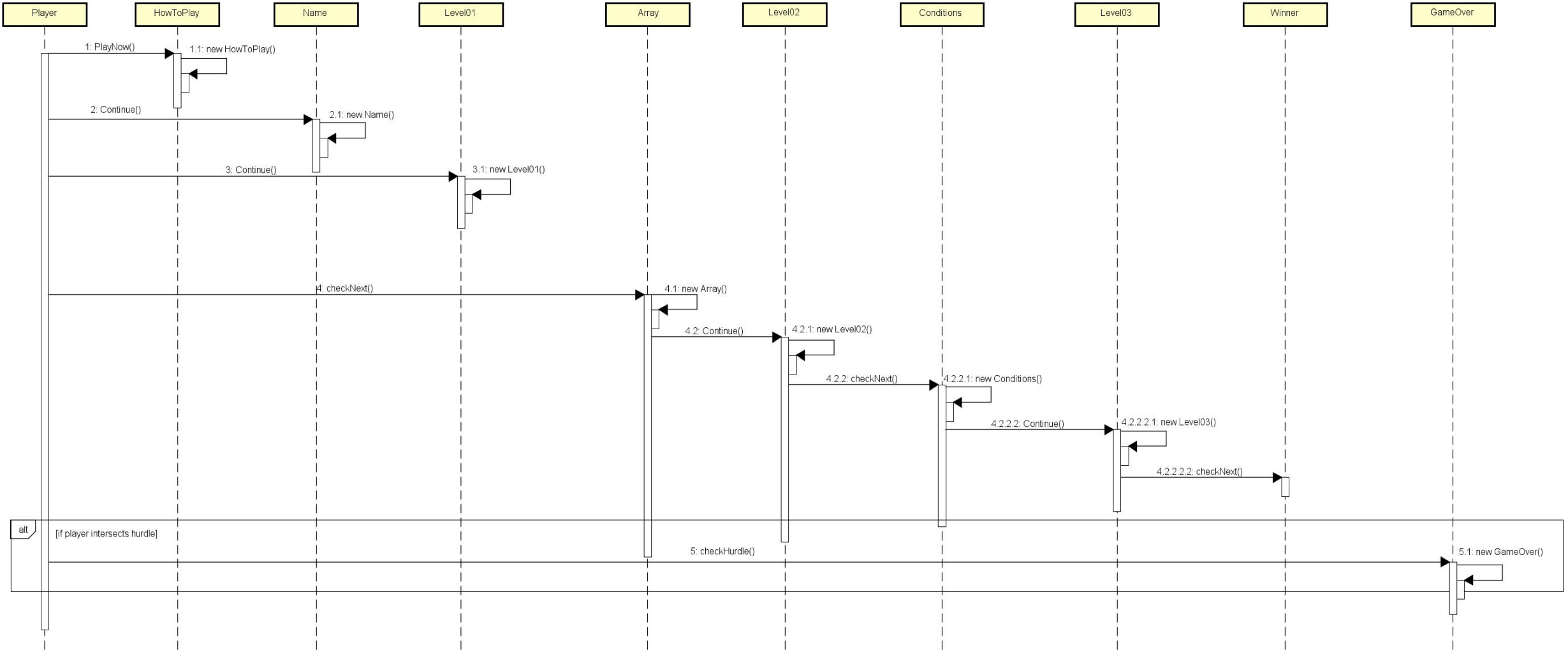**A variable is a name given to a memory location on the disk.**
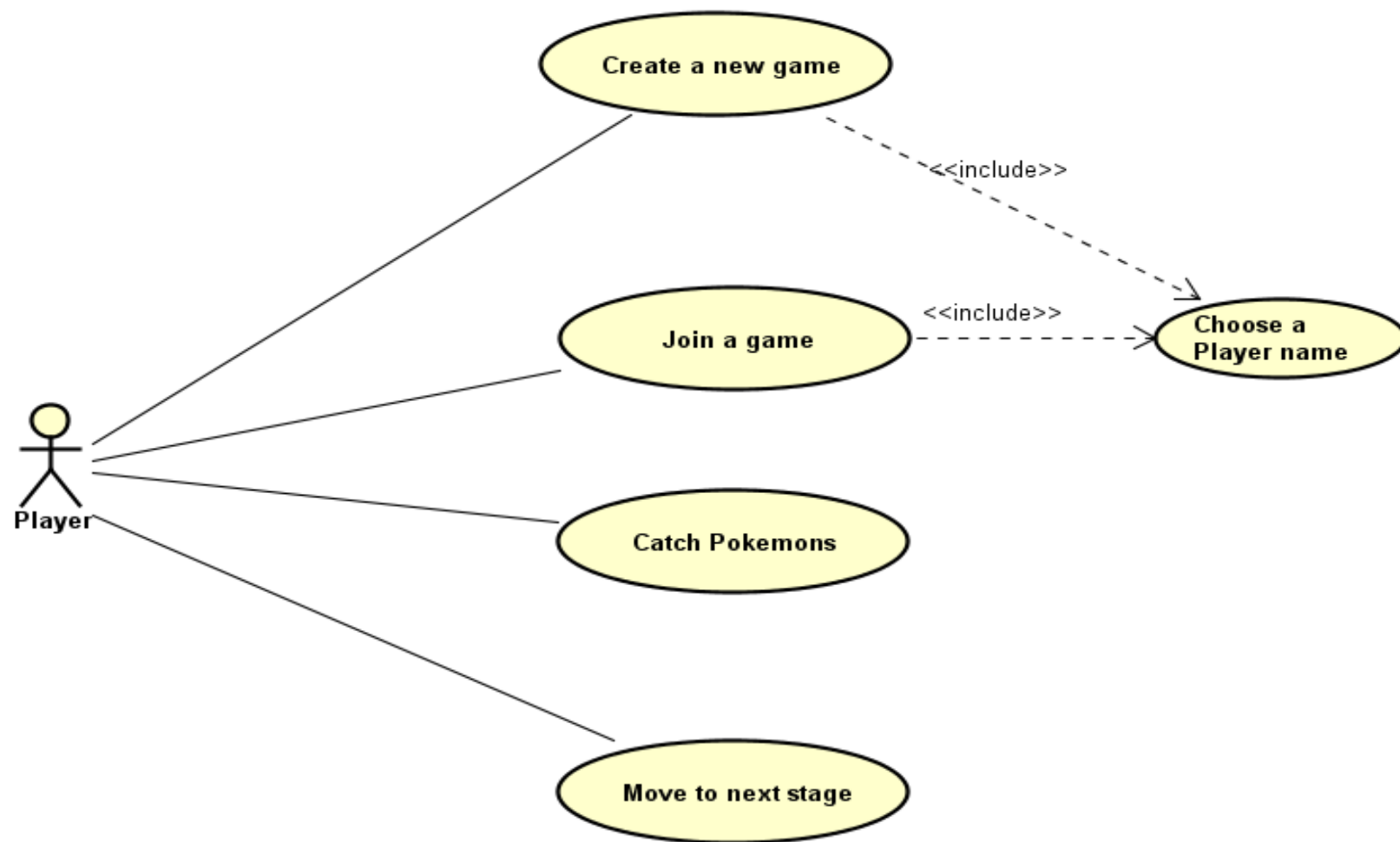
Game Over !

Activity Diagram

Sequence Diagram

sd Sequence Diagram0

Player | HowToPlay | Name | Level01 | Array | Level02 | Conditions | Level03 | Winner | GameOver

1: PlayNow()
1.1: new HowToPlay()

2: Continue()
2.1: new Name()

3: Continue()
3.1: new Level01()

4: checkNext()
4.1: new Array()

4.2: Continue()
4.2.1: new Level02()

4.2.2: checkNext()
4.2.2.1: new Conditions()

4.2.2.2: Continue()
4.2.2.2.1: new Level03()

4.2.2.2.2: checkNext()

alt [if player intersects hurdle]

5: checkHurdle()
5.1: new GameOver()

Use Case

Use case name	Create a new game
Related Requirements	After running the Greenfoot game, the user should be able to create a new multiplayer game. Other users should be able to join the game created by the current player, or create their own game.
Goal in context	User wants to create a new multiplayer game.
Preconditions	The user machine should have Greenfoot installed & must have active Internet connection.
Successful end condition	New multiplayer game created successfully, other players are able to join the game from their own machines.
Failed end condition	Game creation failed, other players are unable to view/join the game from their machines.
Primary actor	Player
Secondary actor	Game Server (AWS- EC2 Instance)
Trigger	The player clicks on "Create a new game" button.

Main flow

Step	Action
1	The player selects "Create a new game" option.
2	The player selects a player name.
3	The player selects ''Continue''.
4	Player details are sent to the Game Server.
5	Game server replies with a new Game ID to the Player.
6	The Player enters into the game world.

Extensions

Step	Branching Action
4.1	Game Server unable to register the Player details, respond with a Game ID.
4.2	Player unable to enter the Game world.

User Story

Story: *Player joins an existing game.*

As a Player, I want to join a game created by another Player so that I can play alongside existing players without creating a new game.

Scenario 1: Player selects an existing game and enters the game world.

Given a player who selects the option of joining an existing game

And the player has chosen a player name from the available names

When the player chooses to continue and enter into the game world

Then the player should enter into the first stage of the game world.

Scenario 2: Player tries to join a game when none is available

Given a player who wants to join an existing game

And the player wants to view available game sessions

When the player chooses "Join Game" and tries to view any available game sessions

Then the player is not presented with any game session.

Scenario 3: *Player tries to join a game having 4 players*

Given a player who selects the option of joining an existing game.

And the player can view the available game sessions

When the player chooses "Continue" after choosing a game session

Then the player is presented with "The game has already 4 players" message.

Scenario 4: *Player tries to join a game in case of a lost connection.*

Given a player who wants to join an existing game.

And the player has lost network connection

When the player chooses any option available on screen

Then the player is presented with an error message.

## Scenario 5: *Player selects an existing game but cannot enter the game world.*

Given a player who selects the option of joining an existing game

And the player has chosen a player name from the available names
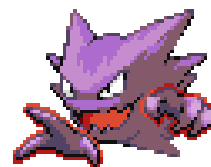
When the player chooses to continue and enter into the game world

Then the game server is unable to add the player to the selected game instance.

You got to catch them all!
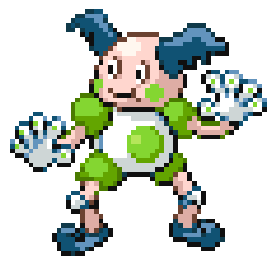
Stay away from us!!

The door takes you to the next stage

Score: 2200