

Group project – Phase 1

CMPT 276 - Group 2

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Part 2 – Use Cases:

Use case 1	Initiate the game
Primary actor	The player
Goal in context	To start the game
Preconditions	The player has chosen the character
Trigger	The player decides to “start” the system, that is, to click on the start button.
Scenario	<ol style="list-style-type: none">1. Player: opens the app2. Player: Clicks on the preferred character3. Player: Clicks on “start”4. observes read alarm to indicate that the game will start
Exceptions	<ol style="list-style-type: none">1. The character is not ready: Player choose the character and proceed.
Priority	Essential: The player can not play without the character
When available	Every time the game restarts.
Frequency of use	Not used frequently. Only when the player starts a new game
Channel to actor	Via menu on screen / mouse or touchpad
Secondary actors	No secondary actors in this case
Open issues	<ol style="list-style-type: none">1. How many characters should we offer?2. Should we add a countdown to start the game?3. On the start menu, should we add an option to let the user see their properties?

Use case 2	Changing position
Primary actor	The player
Goal in context	Moving from a cell to another
Preconditions	The player must have started the game
Trigger	Pressing the narrow keys on the keyboard
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants
Exceptions	<ol style="list-style-type: none"> 1. The player chooses another key except for the arrow key: the character will show a dizzy sign indicating that it can not move. The character does not move from its position. 2. The player can not go to the cells containing a barrier.
Priority	Essential: must be implemented. The singer must leave the start point and move to collect rewards and reach the exit point.
When available	Every time the player starts the game until it reaches the endpoint
Frequency of use	Always during the game
Channel to actor	Narrow keys on keyboard
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. Can there be a punishment or an enemy in the cell next to the starting point? 2. What should the singer do if the player tries to enter cells with barriers? 3. If the player tries to go to cells with barriers, should a message appear to inform the player that it is not possible? 4. Besides the graphic change in the character, should a message appear to tell the player to press the right key? 5. Should the map be randomized? 6. Will holding down a directional key cause the character to move in one direction continuously or just move one tic?

Use case 3	Concerts (regular reward)
Primary actor	The player
Goal in context	Gaining scores
Preconditions	The player must have started the game
Trigger	The singer is going to the same cell as the concert
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants 4. Singer goes to a cell with concert logo 5. The singer performs at the concert 6. The player gains points 7. Updating the total score 8. Updating the bar graph representing the scores achieved at each level based on the total score
Exceptions	<ol style="list-style-type: none"> 1. The player chooses another key except for the arrow key: the character will show a dizzy sign indicating that it can not move. The character does not move from its position
Priority	Essential: must be implemented
When available	When the player gets an reward
Frequency of use	Depends on the number of rewards – the singer must gain all possible points from concerts to pass the level.
Channel to actor	Narrow keys on keyboard
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. How should we design the concert sign? 2. What should appear on the screen after gaining the regular reward (performing at each concert)? 3. How much should they get from each reward?

Use case 4	Realising a new song (bonus reward)
Primary actor	The player
Goal in context	Gaining points
Preconditions	The player must have started the game
Trigger	The singer going to the same cell as the reward
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants 4. Singer goes to a cell with new song logo 5. The singer releases a new song 6. The player gains points 7. A new car will be added to his garage 8. His total wealth will increase
Exceptions	<ol style="list-style-type: none"> 1. moving to a cell containing a collected reward will not affect the score. 2. If the singer goes to the reward cell at the same time as the paparazzi, they lose the game.
Priority	Essential: The player will get a better score if they get the bonus reward but it is not essential to finish the game
When available	When the player gets the bonus reward
Frequency of use	Once at each level
Channel to actor	Narrow keys on keyboard
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. How to design the sign for releasing a new song? 2. Should we make a sound after getting the bonus reward? 3. Should the bonus reward sign flicker to show it will disappear soon? How should it appear and disappear? 4. Should we alert the player that the bonus is available with sounds/visuals?

Use case 5	Facing crazy fans (punishments)
Primary actor	The player
Goal in context	Losing points
Preconditions	The player must have started the game
Trigger	The singer going to the same cell as the punishment
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants 4. Singer goes to a cell containing a punishment 5. The singer gets kicked by crazy fans 6. The player loses points 7. The points will be deducted from the total score 8. Updating the total score
Exceptions	-
Priority	Essential: must be implemented
When available	When the player gets caught by crazy fans
Frequency of use	Depends on the player – may happen multiple times
Channel to actor	Narrow keys on keyboard
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. How should we design the crazy fans sign? 2. Can craze fans catch the singer more than once? 3. What should we do with the timer when the character faces a crazy fan? Should the singer stop for a moment after getting hit by the fans? 4. How many points should the player lose every time they encounter a crazy fan (punishments)?

Use case 6	Facing paparazzis (moving enemy)
Primary actor	The player
Goal in context	Losing the game
Preconditions	The player must have started the game
Trigger	The singer and the enemy being in the same cell
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants 4. Singer goes to a cell containing an enemy 5. The singer gets caught by the paparazzi 6. The player loses the game 7. A message pops up telling the player they have lost the game. 8. Giving the player the option to play again or leave the game
Exceptions	-
Priority	Essential: must be implemented
When available	When the player gets caught by paparazzis
Frequency of use	Once every time the player plays the level
Channel to actor	Narrow keys on keyboard
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. How should we design the paparazzis? 2. What sound should be played after losing the game? 3. Should we let different paparazzis pass through the same cell at the same time? 4. What other information should be represented on the screen when the player loses the game?

Use case 7	Exit the game
Primary actor	The player
Goal in context	Exiting the game
Preconditions	The player must be in a menu
Trigger	The singer is going to the same cell as the paparazzi
Scenario	<ol style="list-style-type: none"> 1. The player decides to leave the game 2. Uses the mouse or touchpad 3. The player clicks on the menu button on the right side of the screen 4. Open the menu bar 5. The player chooses “Exit game” from the menu 6. The game tab closes
Exceptions	-
Priority	Essential: must be implemented
When available	The menu bar is always available on the screen
Frequency of use	Once every time the player plays the level
Channel to actor	Mouse or touchpad
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. What other options should the menu bar contain? 2. In the menu bar, should we give the player the option to pause the game whenever they want? 3. Should we warn the player or ask for confirmation from the user when they want to leave the game? Like “Are you sure you want to exit?”. 4. Should we add a keyboard shortcut to exit the game?

Use case 8	Winning the level
Primary actor	The player
Goal in context	Reaching the exit point and progressing to win the game
Preconditions	collecting all the regular rewards
Trigger	Moving to the exit point
Scenario	<ol style="list-style-type: none"> 1. The player decides to go right, left, up, or down 2. Player presses the narrow key 3. The singer moves on the direction the player wants 4. Singer goes to a cell containing the mansion sign (the exit point) 5. A message pops up informing the user they have won the game 6. There is a menu on the screen 7. From the menu, the user chooses to “leave the game” or “go to the next level”
Exceptions	-
Priority	Essential: must be implemented
When available	When the user wins the game
Frequency of use	Once at each level
Channel to actor	Narrow keys / mouse or touchpad
Secondary actors	-
Open issues	<ol style="list-style-type: none"> 1. What message should appear after finishing the game? 2. What does the bar contain? 3. Should we let the user see their properties after winning the game