Rader Francis

Scalable Software

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Rock Paper Scissors Use Cases

Actors:

* User Goal: play Rock Paper Scissors with another User.
* App Goal: send move choices between players, compare them, and say who won each round.

Purpose and Scope:

* The overall scope and goal of the Rock Paper Scissors App is to allow 2 players to communicate and play games of Rock Paper Scissors.
* The stakeholders are User A and User B, or a generic User.
* In scope:
  + Determining a winner each round of play.
  + Choosing between 3 possible moves.
  + Connecting to a different IP address.
* Out of scope:
  + Keeping score.
  + Animations on the GUI.
  + More than 2 players per game.

1. **Success Guarantee: User inputs IP address, clicks “Save.”**

**Necessary Proconditions:** App is open and running.

**Trigger:** User wants to play against an opponent

**Main Success Scenerio**

* User A types IP address in text box, clicks save.
* App retains the value.
* App notifies User B that they have been “invited” to a match.

*Minimal Guarantee: No IP address is saved until User clicks “Save.”*

1. **Success Guarantee: User selects Rock/Paper/Scissors, clicks “Send.”**

**Necessary Proconditions:** App is open and running, both players have the other’s IP Address.

**Trigger:** User wants to play a certain move against User’s opponent

**Main Success Scenerio**

* User A selects desired move’s check box, clicks send.
* App sends the choice to User B.
* User B is notified that User A has submitted a move.

*Minimal Guarantee: No communications is sent until User clicks “Send.”*

1. **Success Guarantee: App displays winner of the round.**

**Necessary Proconditions:** App is open and running.

**Trigger:** User A and User B have sent moves to each other.

**Main Success Scenerio**

* App retains and compares User A’s move and User B’s move.
* App sends a pop-up detailing who sent what move and who won that round.
  + Possible outcomes are Win-Tie-Loss

*Minimal Guarantee: No message until both Users have sent a move.*