User Scenarios: Unity Driving & Racing Web Game a.k.a Racing Adventure

**Scenario 1** - User needs to be able to create an account:

1. A user is at the Racing Adventure homepage, but does not have a user account with which to sign in.
2. The user clicks on the 'Create an Account' button to register a new player profile.
3. User fills out a registration form containing several fields (i.e - First Name, Last Name, E-mail Address, Phone number, Password) with their own personal information.
4. Now the newly-created player clicks on ‘Register’ to register their new account and access their player default home page and begin their experience.

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**Scenario 2** - User logging into their racing account profile:

1. As a user of the Racing Adventure web game, they need to be able to login.
2. The user is at the Racing Adventure homepage and clicks on the 'Login' button in order to enter registered, valid player credentials.
3. If the credentials are not valid or the user doesn't exist, reroute back to login page to create an account, else click on extra ‘Log In’ button proceed to user’s default homepage.

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**Scenario 3** - User needs to be able to navigate to the Main Menu:

1. Once at their default homepage, user clicks on ‘< Main Menu’ button in order to navigate to the Main Menu to select an option before they can begin racing.

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**Scenario 4** - User selects one of the available options from the Main Menu:

1. User selects one of the available options presented to them on the Main Menu Screen.
2. If user clicks on “Play Game”, they are taken to the “Game Mode Selection Screen” where they can either select a mode or continue to vehicle and track selection without one.
3. If user clicks on “< Main Menu” again from game mode selection, they will be taken back to Main Menu.
4. \*\* Repeat Step 1 \*\*

5. If user clicks on “Quit Game”, they are taken back to their default player home page.

6. User can then re-select “< Main Menu” again (if they wish) otherwise “Sign Out”

7. \*\* Repeat Step 1 \*\*

8. If user clicks on “View Credits”, they can view the names of the people who made the game along with a

Special Thanks: category.

9. User will be redirected back to the Main Menu after 25-30 seconds upon viewing credits

10. \*\* Repeat Step 1 \*\*

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**Scenario 5** - User selects a game mode to play:

1. User selects one of the available game modes.
2. If user selects “Score Attack”, then the game will register that action and when the race starts, score pickups will appear on the track for the player to collect updating the score until race has ended.
3. User clicks on separate button at bottom of game mode select screen to proceed to picking a car and track.
4. \*\* Repeat Step 1 \*\*

5. If user selects “Time Attack”, then the game will register that action and when the race starts, it will be just

the user’s car and the lap timer (no AI racer) recording the user’s best time until end of race.

6. User clicks on separate button at bottom of game mode select screen to proceed to picking a car and

track.

7. \*\* Repeat Step 1 \*\*

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**Scenario 6** - User selects a car and color to race with:

1. User selects a car along with its respective color that they want to race with. For example: red, blue, green, orange, or purple car

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**Scenario 7** - User selects a race track destination:

1. After choosing a car, the track selection tab will open up and be made available to the user.
2. The race track destinations will appear with a name and picture representing the locale.
3. The user selects the race track that they would like to race on.

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**Scenario 8** - User needs to be able to purchase mods for car using in-game currency:

1. After each race that the user participates in, they will be given a cash amount.
2. The user sees how much cash they have in the top-left corner of their player default home page.
3. User selects ‘< Modify Car’
4. User is taken to a page that contains various car modifications designed to either increase performance of the vehicle or make it look different.
5. User spends designated price amount on the upgrade/modifications (i.e - $200, $150, $1000, etc..)
6. User is finished purchasing mods and clicks on “< Back” button to go back to default home page

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