

Robustness Diagrams

App Installation

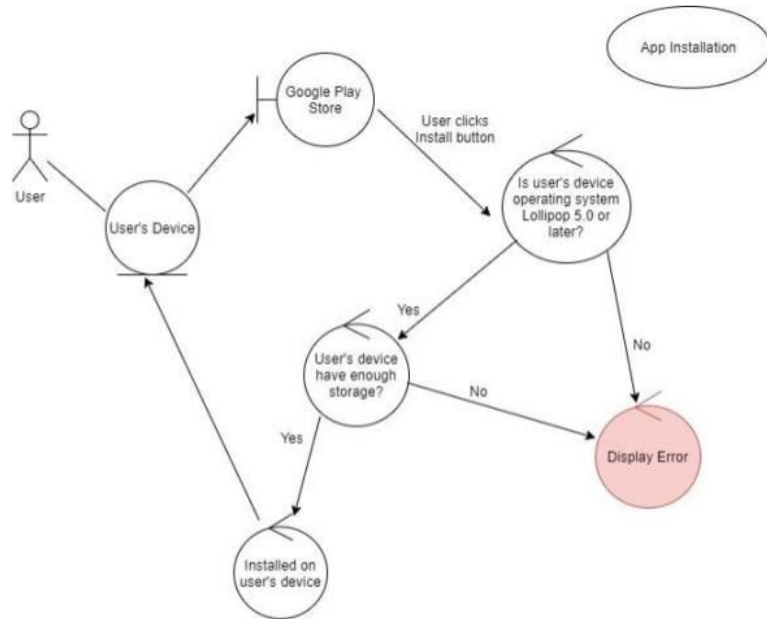
BASIC COURSE:

On the Google Play store, the user clicks the Install button on the app page. If the user's Android operating system is Lollipop 5.0 or later, the app is installed to the user's device.

ALTERNATIVE COURSE:

Incompatible Android operating system: The app does not install.

Insufficient storage space: The app does not install.

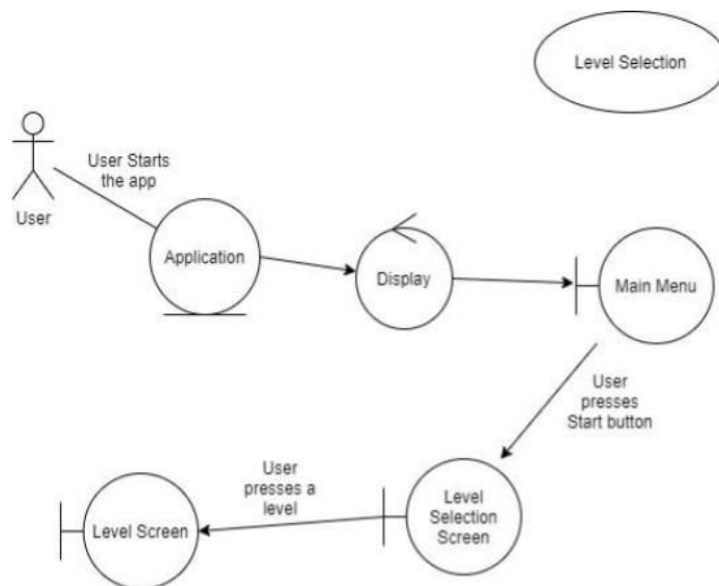


Level Selection

BASIC COURSE:

The user starts the app. The system displays the Start screen. On the Start screen, the user presses the Start button and the system displays the Level Selection screen. The user presses a level then the system displays the Level screen.

ALTERNATIVE COURSE:



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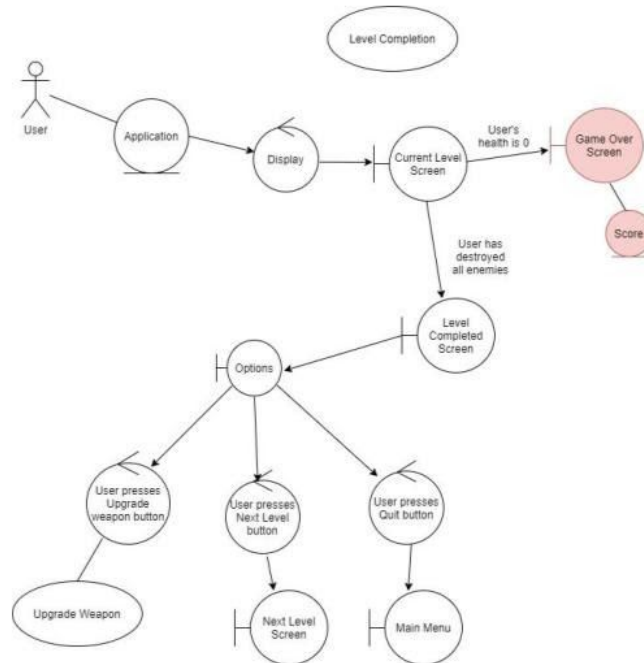
Level Completion

BASIC COURSE:

On the current Level screen, the user has destroyed all enemies. The system shows the Level Completed Screen. The user has the options to press the Quit button, Next Level button, and Upgrade Weapon button on the Level Completed Screen.

ALTERNATIVE COURSE:

User's health is 0: The system shows the Game Over screen and it displays the score.



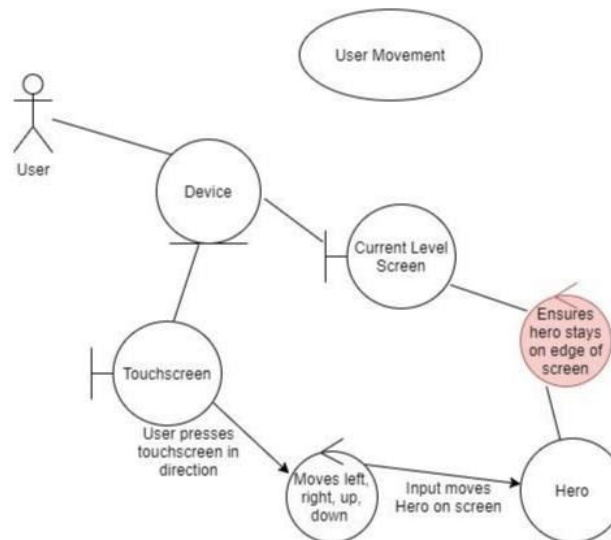
User Movement

BASIC COURSE:

On the current Level screen, the user moves the Hero by pressing in any direction (left, right, up, down) using the touchscreen.

ALTERNATIVE COURSE:

User moves the Hero past the edge of the touchscreen: The system ensures that the Hero stays on the edge of the touchscreen.



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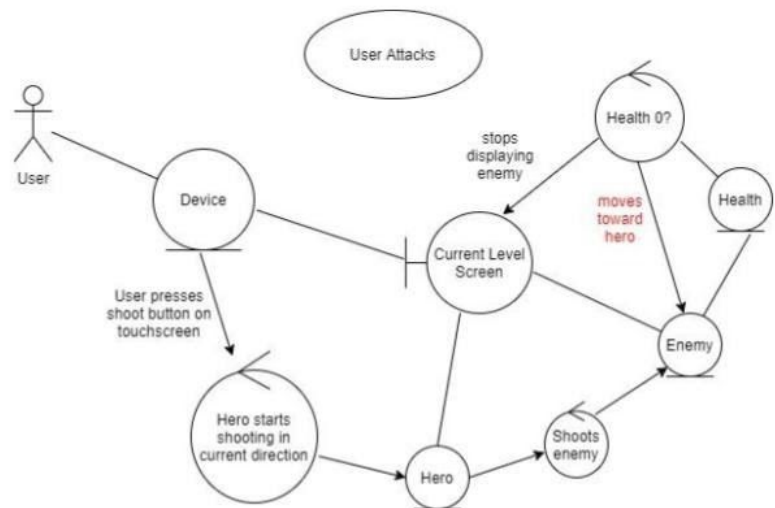
User Attacks

BASIC COURSE:

On the current Level screen, the user presses the Shoot button. The Hero starts shooting in the direction the user is pressing on the touchscreen. The user presses the touchscreen to make the Hero face an enemy and presses shoot. When the enemy's health reaches 0, the system stops displaying the Enemy on the screen.

ALTERNATIVE COURSE:

User did not destroy an enemy: The system displays an Enemy going towards the Hero until the user destroys the enemy.



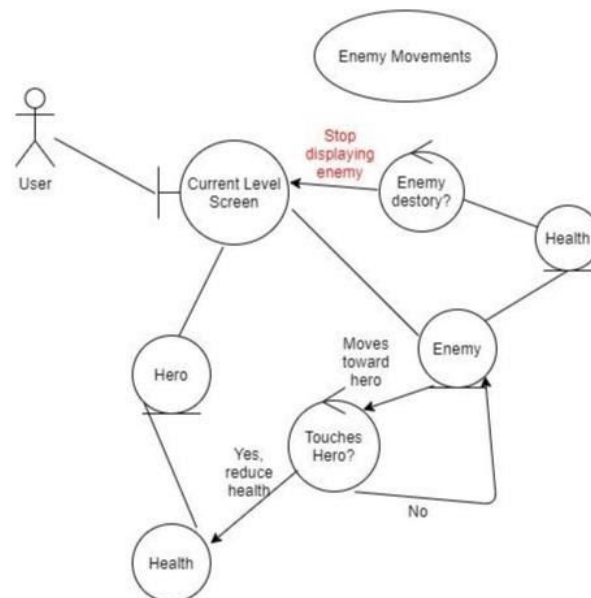
Enemy Movements

BASIC COURSE:

On the current Level screen, the system moves the Enemies towards the Hero's position. If an Enemy touches the Hero, the system reduces the Hero's health.

ALTERNATIVE COURSE:

Enemy is destroyed by Hero: The system stops displaying the Enemy that was destroyed.



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Upgrade Weapons

BASIC COURSE:

On the Upgrade Weapon screen, the system displays a list of Weapons. The user presses the Purchase button to upgrade the weapon they chose.

ALTERNATIVE COURSE:

User has insufficient coin: The system fades out the Purchase button, disallowing the user to purchase a weapon upgrade.

