

Sequence Diagrams - FiveGuys

Austin:

Choose AI mode: Step 7: System starts AI game

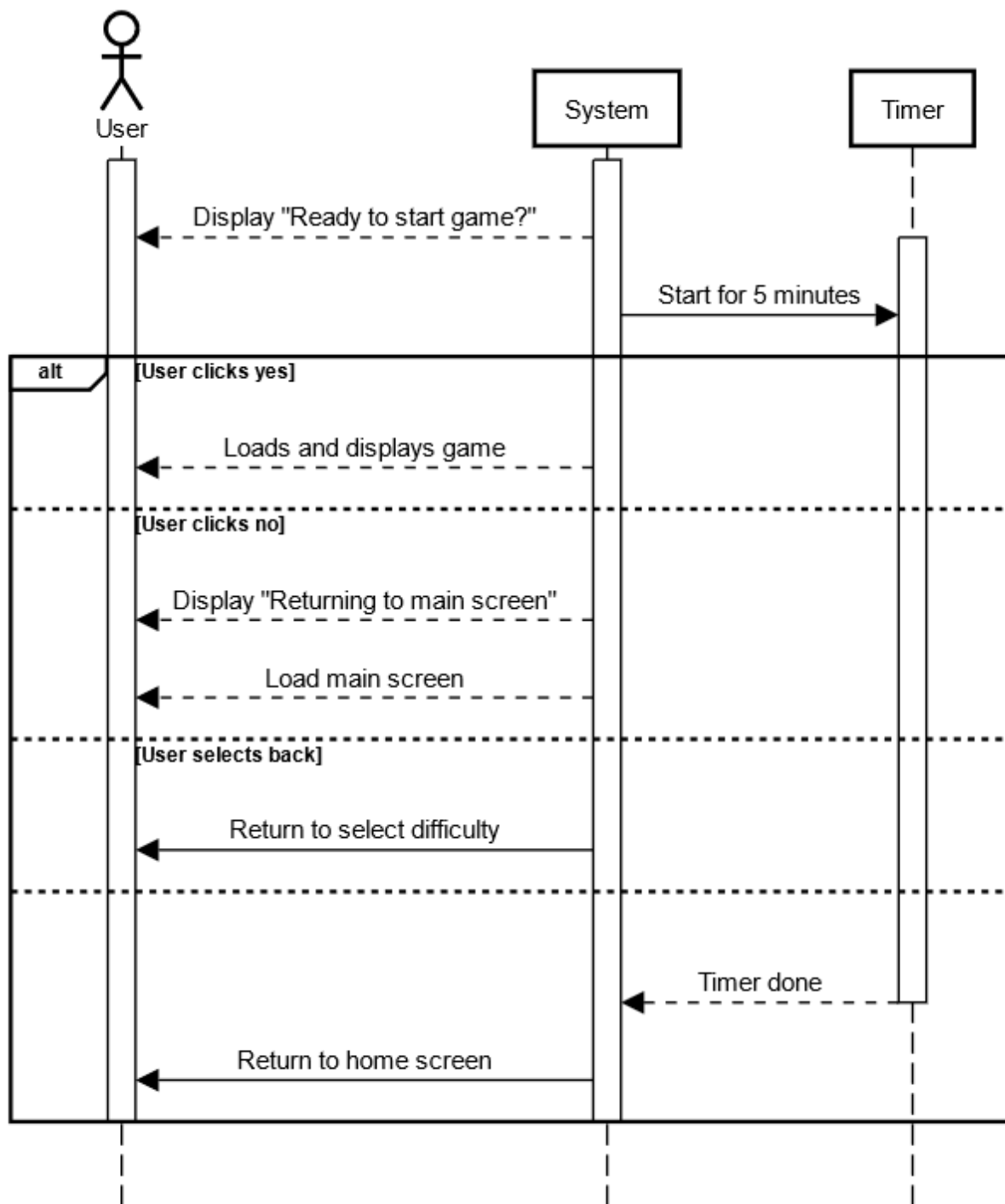
	Subject	Action of Subject	Other Data/Objects	Object Acted Upon
7)	System	Displays	“Ready to start game?”	User
7.1)	System	Starts	For 5 minutes	Timer
7.2)	User	Chooses	Option	System
	If (choice == yes)			
7.3)	System	Loads	Game level	User
	Else if (choice == no)			
7.3.1)	System	Loads	Main screen	User
	Else if (choice == back)			
7.3.2)	System	Returns	Difficulty selection	User
7.3.3)	Else			
7.3.4)	Timer	Sends	Signal	System
7.3.5)	System	Loads	Main screen	User

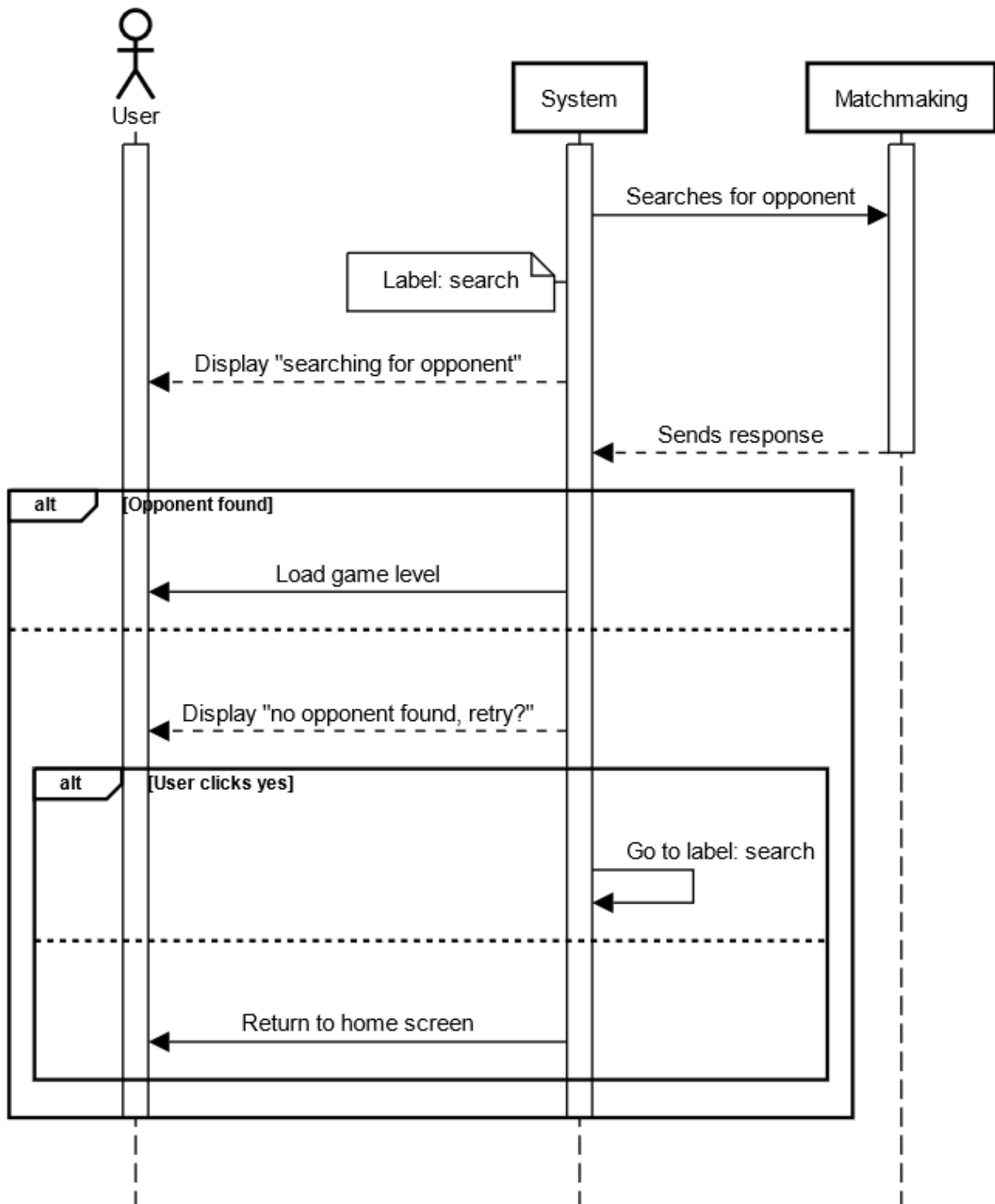
Choose competitive mode: Step 6: System searches for opponent and starts game

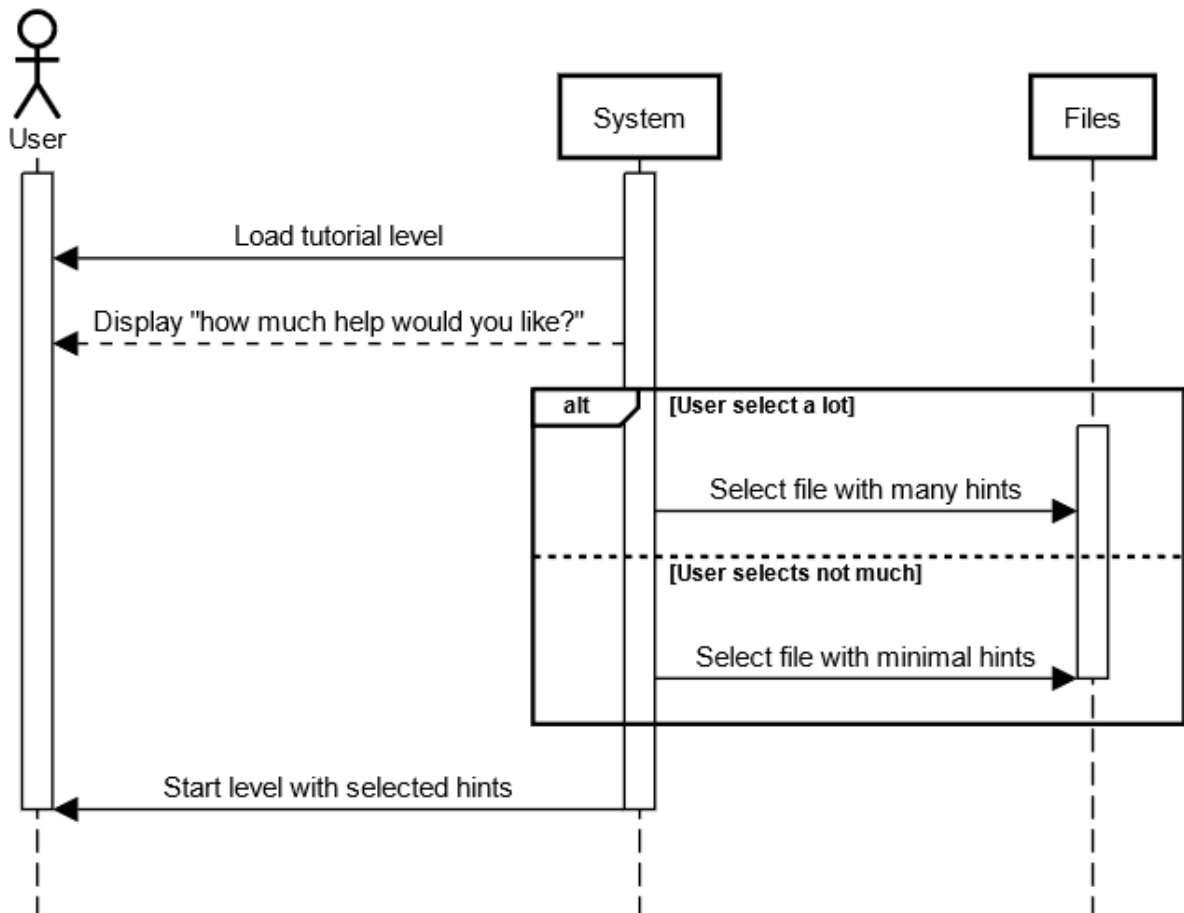
	Subject	Action of Subject	Other Data/Objects	Object Acted Upon
6)	System	Searches	Opponent	Matchmaking
6.1)	System	Displays	"Searching for opponent"	User
6.2)	Matchmaking	Returns	Response	System
	If (match == found)			
6.2.1)	System	Loads	Game level	User
	Else			
6.2.2)	System	Displays	"No opponent found, retry?"	User
	If (user response == yes)			
6.2.2.1)	System	Jumps to	Label: search	
	Else			
6.2.2.2)	System	Returns	Home screen	User

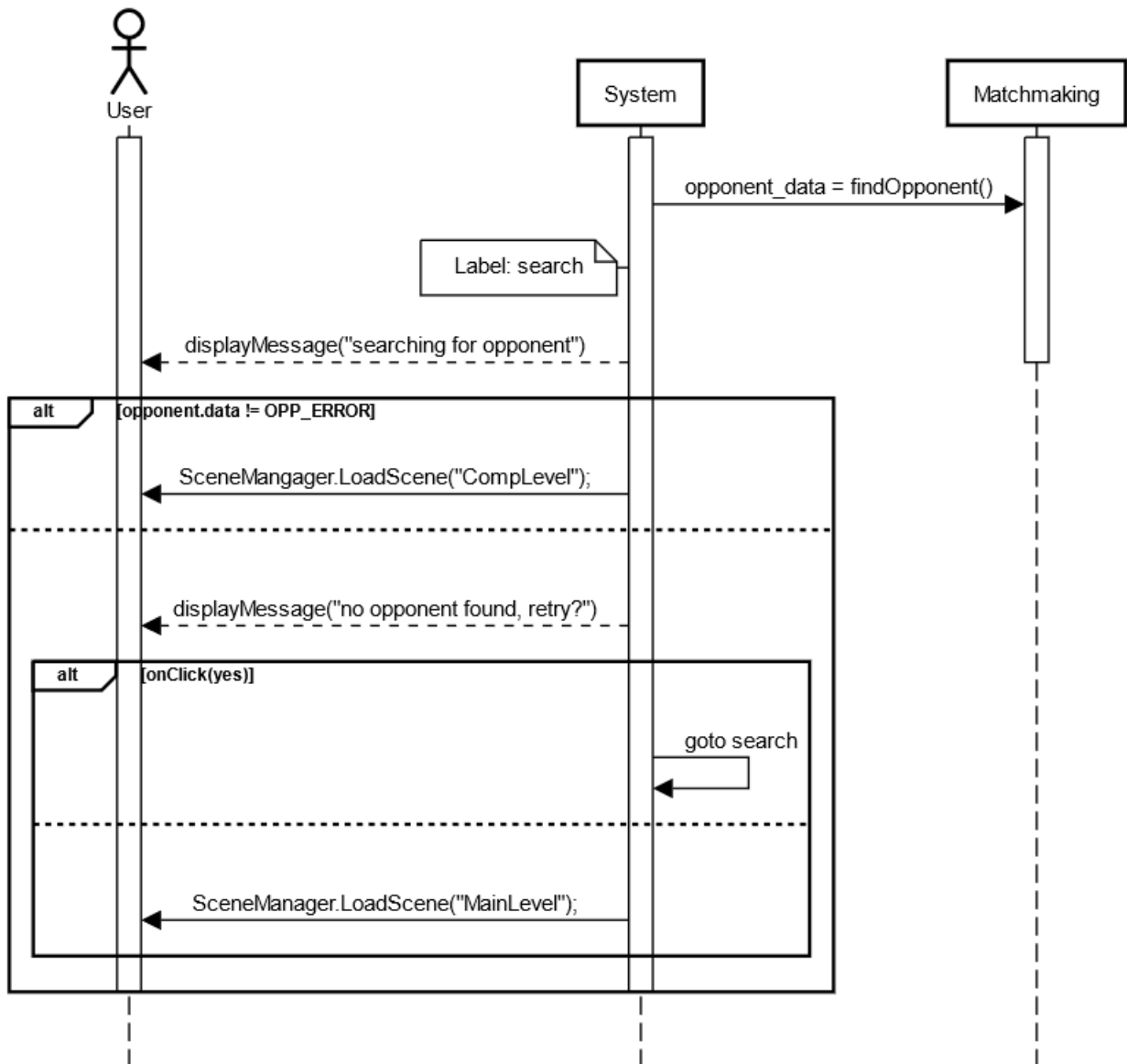
Play through tutorial: Step 6: System starts tutorial game

	Subject	Action of Subject	Other Data/Objects	Object Acted Upon
6)	System	Loads	Tutorial level	User
6.1)	System	Displays	“how much help would you like?”	User
6.1.1)	User	Selects	Choice	System
	If (choice == “a lot”)			
6.2)	System	Loads	File with many hints	Files
	Else if (choice == “not much”)			
6.2.1)	System	Loads	File with minimal hints	Files
	Else			
6.2.2)	System	Starts	Level with hints	User









Forrest:

Sequence 1

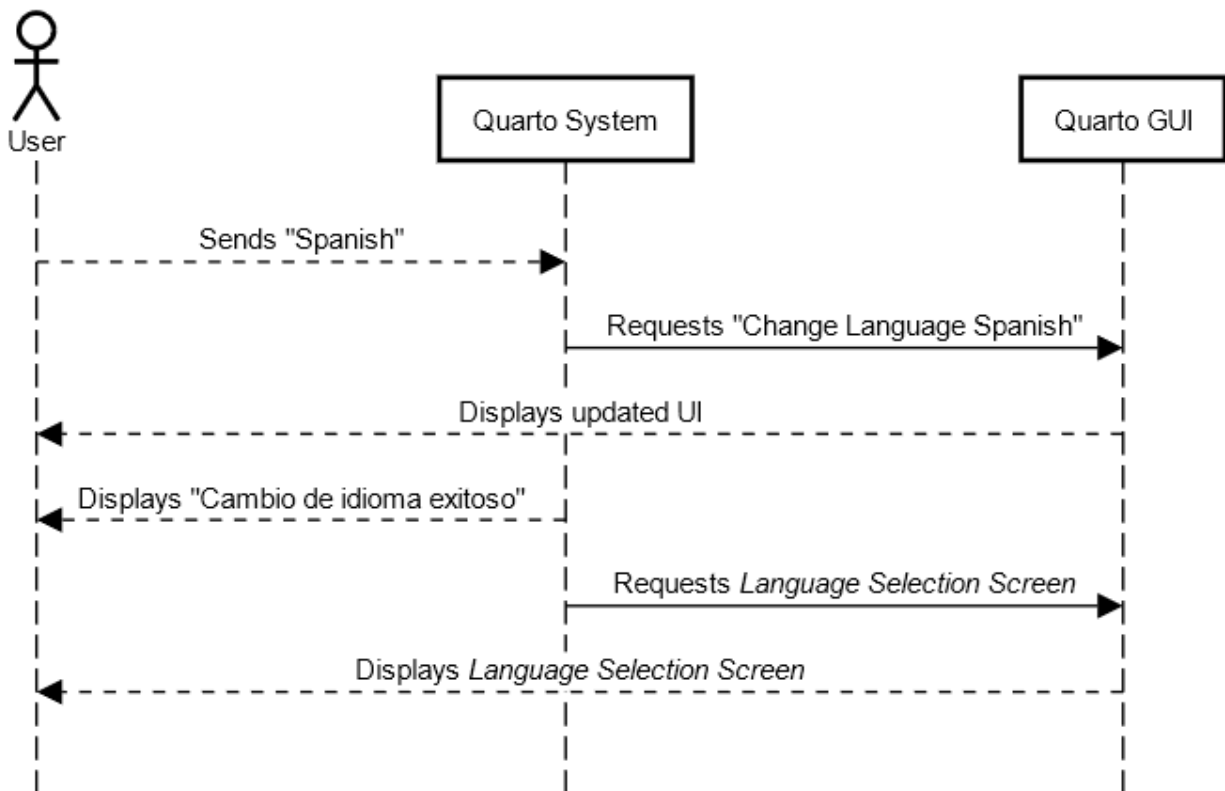
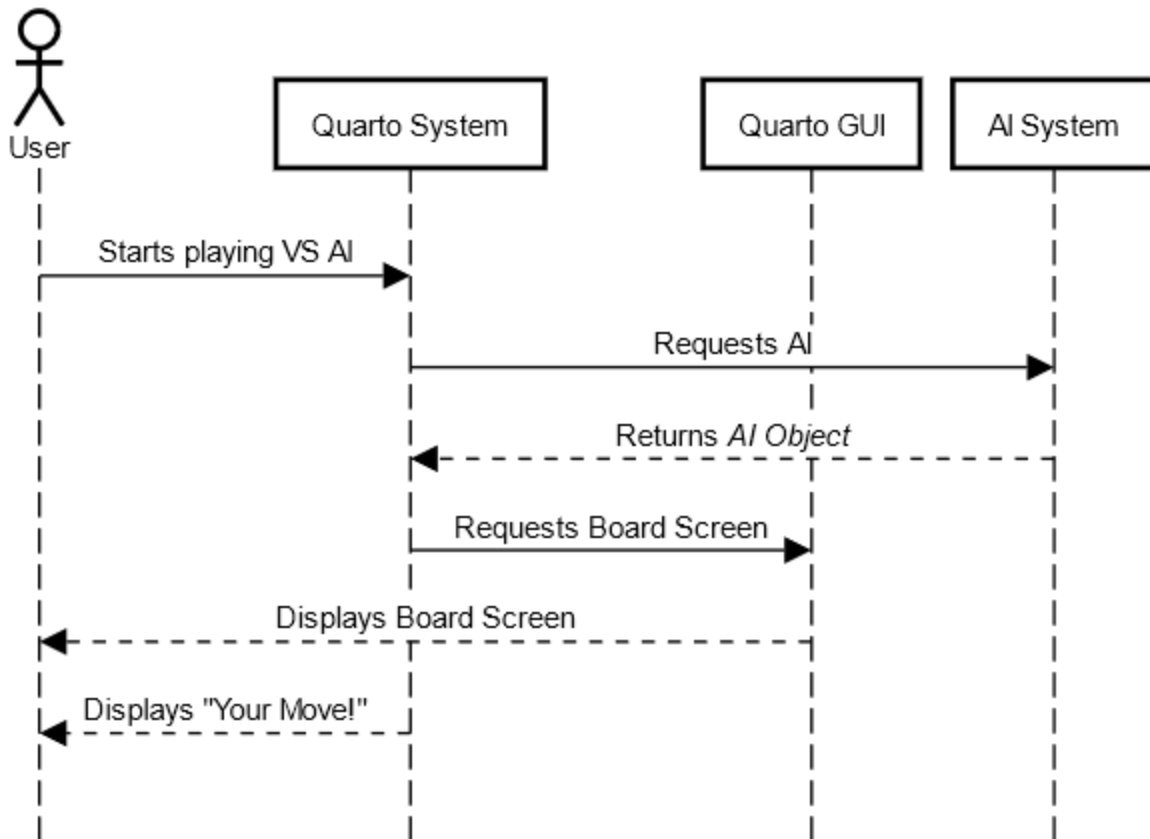
- 7. User starts playing Quarto against AI
- 7.1 Player starts playing Quarto VS AI
- 7.2 Quarto System requests AI from AI System
- 7.3 AI System returns AI object to Quarto System
- 7.4 Quarto System requests Board Screen from Quarto GUI
- 7.5 Quarto GUI displays Board Screen to user
- 7.6 Quarto System displays "Your Move!" to Player

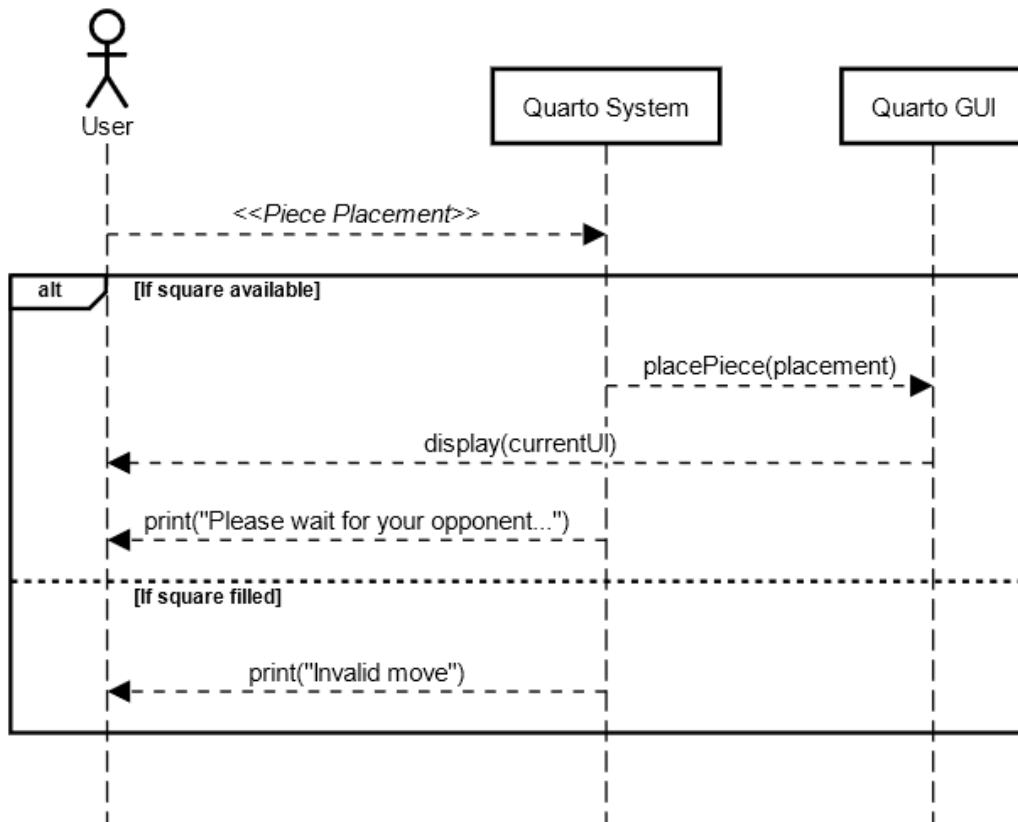
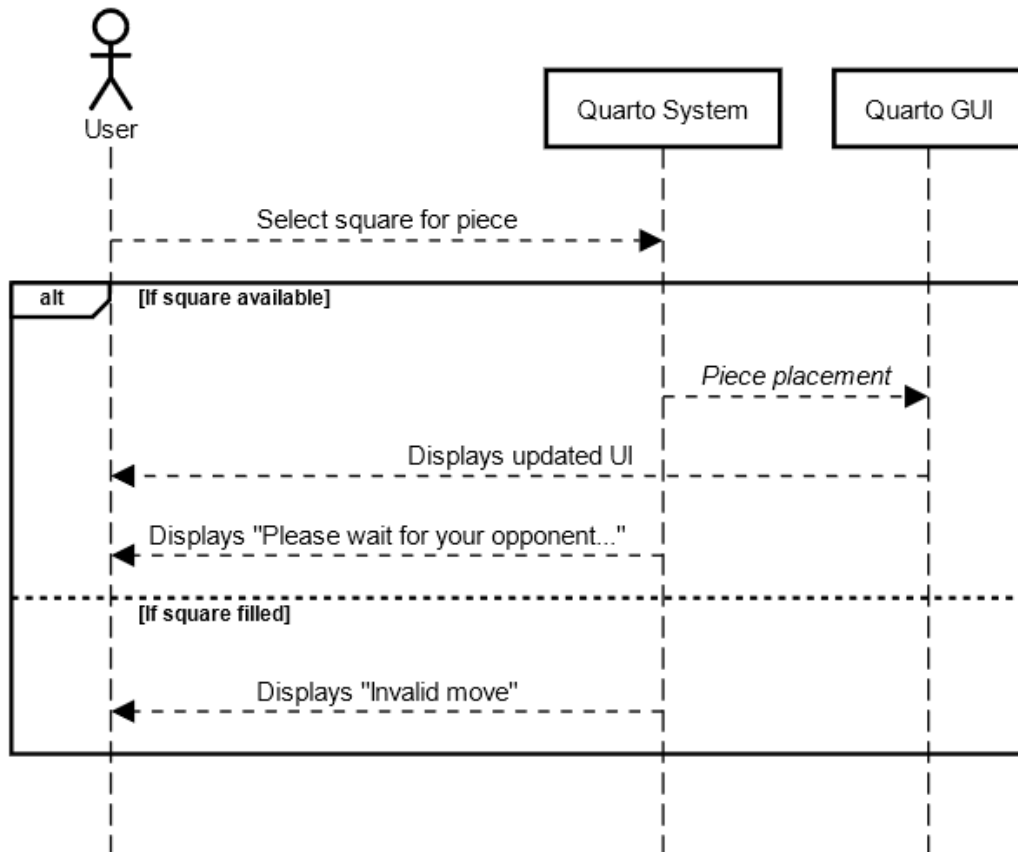
Sequence 2

- 9. System changes all language in the app to Spanish
- 9.1 User sends "Spanish" to QuartoSystem
- 9.2 Quarto System requests "Change Language Spanish" from Quarto GUI
- 9.3 Quarto GUI displays updated GUI to User
- 9.4 Quarto System displays "Cambio de idioma exitoso" to User
- 9.5 Quarto System requests Language Selection Screen from Quarto GUI
- 9.6 Quarto GUI displays Language Selection Screen

Sequence 3

- 5. User places the preselected piece on board.
- 5.1 User selects square to place piece
- 5.2 If square is available
 - 5.2.1 Quarto System sends piece placement to Quarto GUI
 - 5.2.2 Quarto GUI displays updated GUI to User
 - 5.2.3 Quarto System displays "Please wait for your opponent..." to User
- 5.2.4 If square is not available
 - 5.2.5 Quarto System displays "Invalid move" to User





Peter:

Scenario Descriptions

Sequence 1

1. User selects "Stats Page" on GUI
- 1.1 GUI relays stats msg to System
- 1.2 System requests stats data from Stats Database
- 1.3 Stats Database searches itself
- 1.4 if stats exist
- 1.5.1 return stats to System
- 1.5.2 system sends stats to GUI
- 1.5.3 GUI displays stats on stats page
- 1.5 if no stats yet
- 1.6.1 return no stats msg to System
- 1.6.2 System requests no stats display
- 1.6.3 GUI displays "you have no statistics for your page yet"

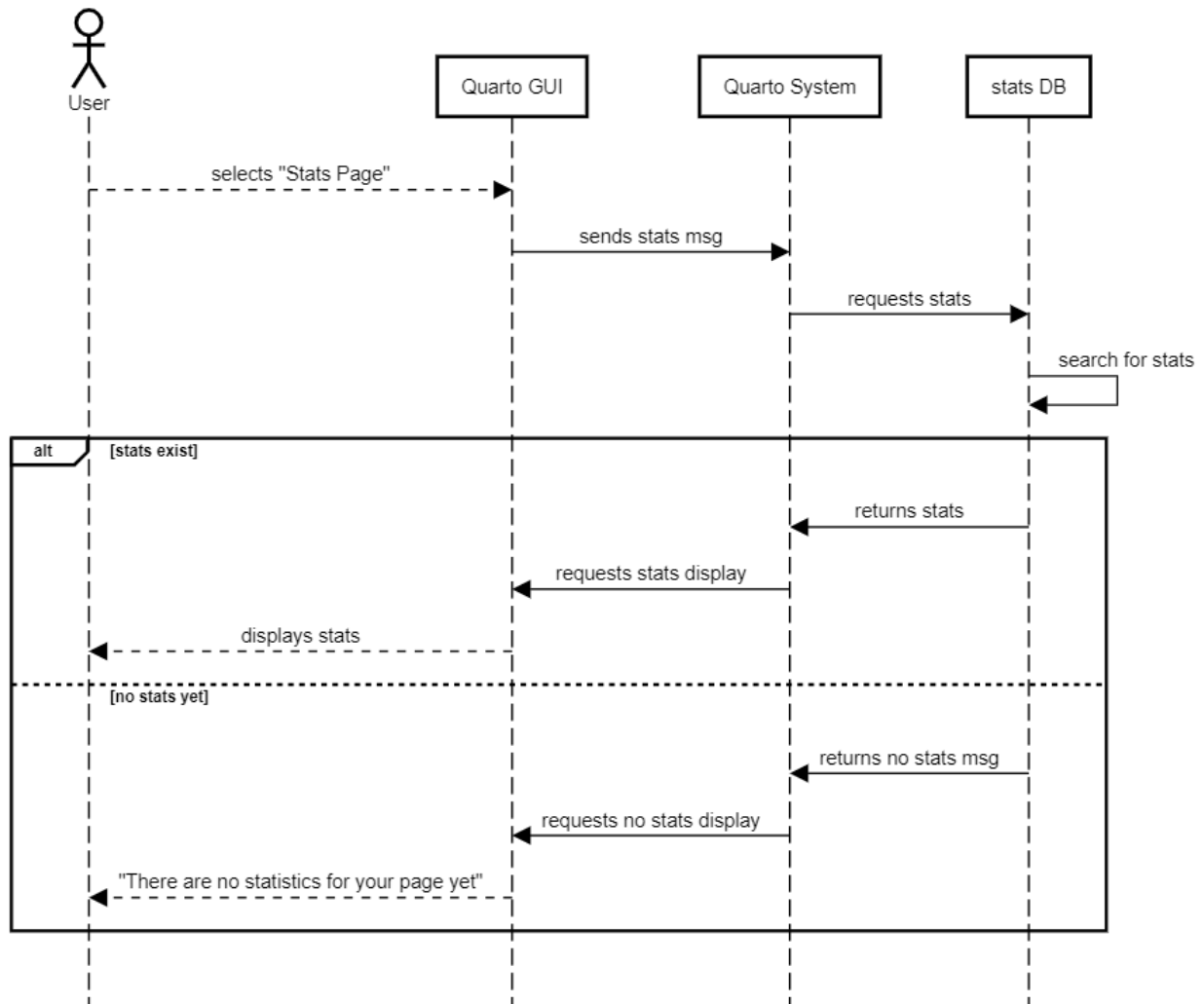
Sequence 2

2. User selects "Yes" in GUI pop-up window
- 2.1 GUI relays piece selection to System
- 2.2 GUI displays "please wait for opponent" to user
- 2.3 System requests piece selection display to opponent GUI
- 2.4 Opponent GUI displays user piece selection to opponent

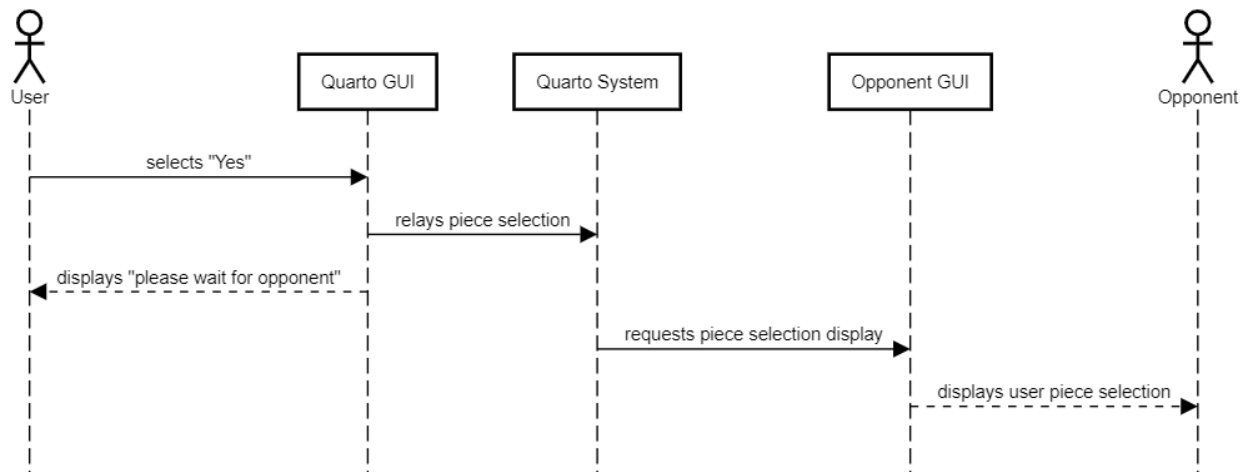
Sequence 3

3. User enters required information and selects "submit"
- 3.1 GUI relays submission to System
- 3.2 System verifies age
- 3.3 If age verification true
- 3.3.1 System creates account for user in account Database
- 3.3.2 System requests verification message display from GUI
- 3.3.3 System displays "verification complete. Your account is now set up."
- 3.4 If age verification false
- 3.4.1 System requests fail message display from GUI
- 3.4.2 GUI displays "You must be of an eligible age to set up an account."

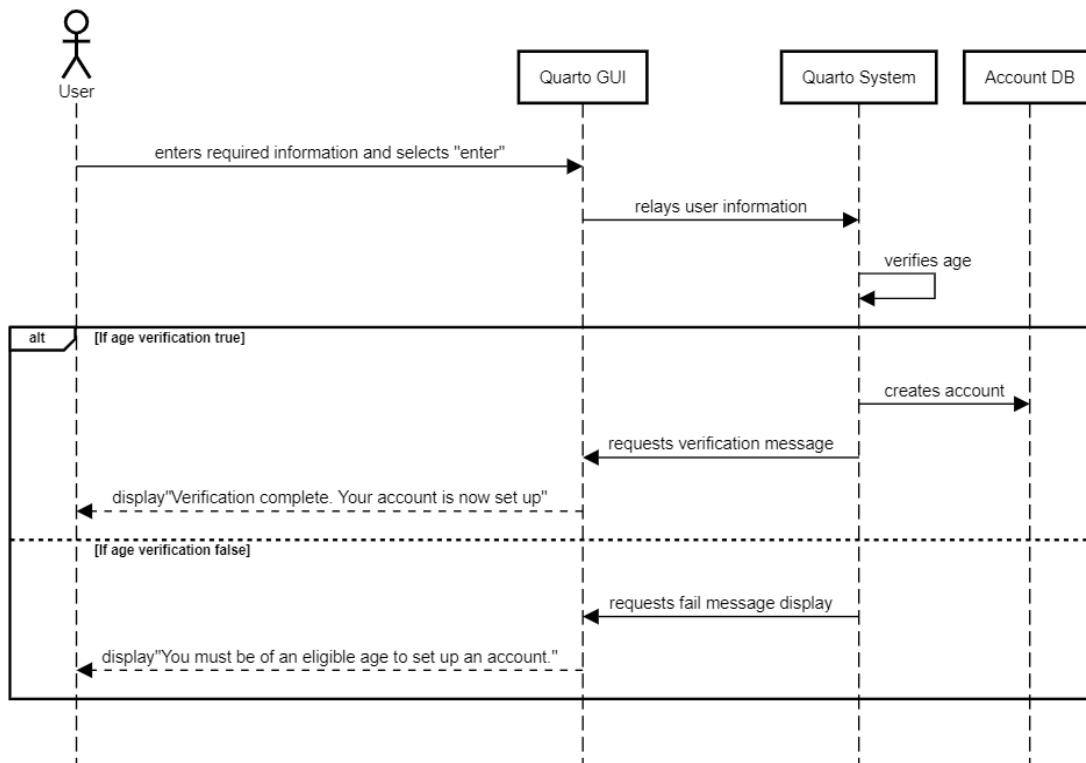
System displays user's stats page



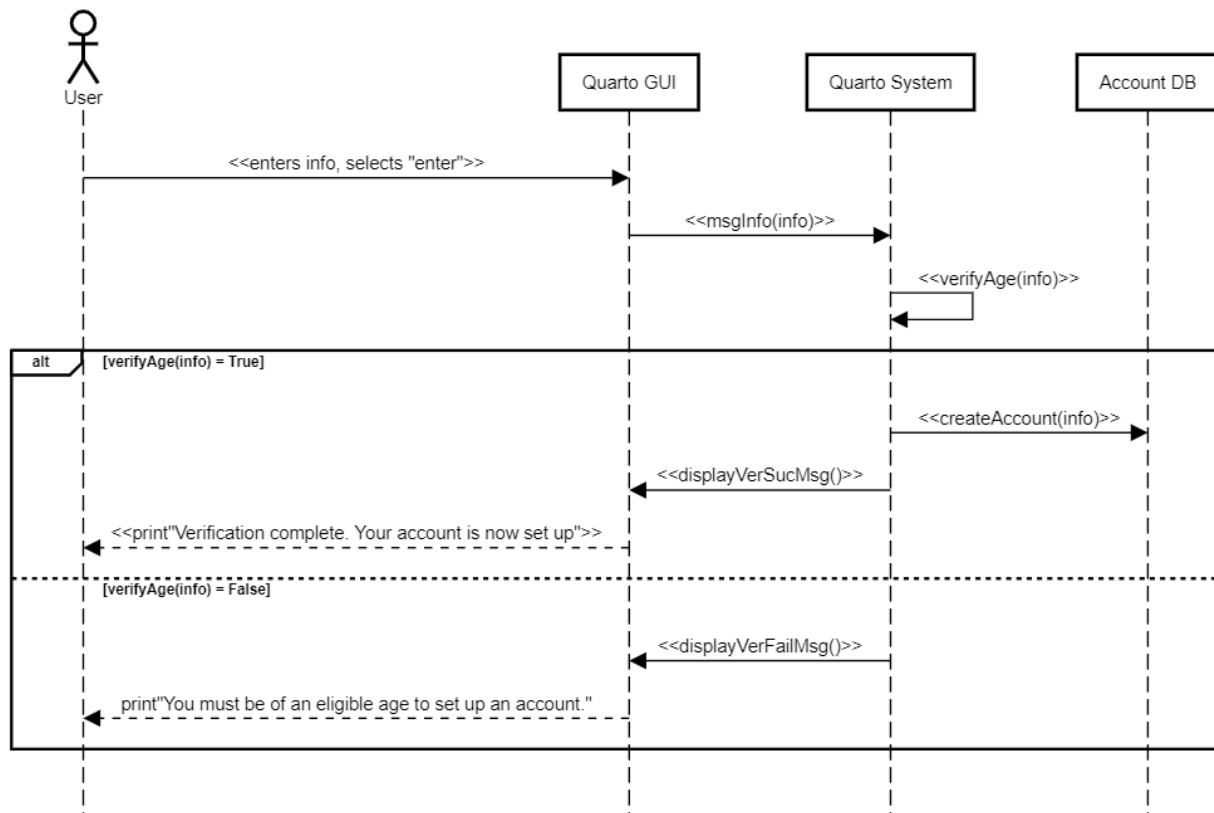
System relays what piece user has chosen to opponent



System accepts verification and creates account



System accepts verification and creates account (Design)



Spencer:

Sequence 1

1. User clicks button to rotate board
- If user selects right rotation button
2. System calls right side rotation function
- 2.1 System gives board location update to GUI
- 2.1.1 GUI displays rotated board to user
- If user selects left side rotation button
- 2.2 System calls left side rotation function
- 2.2.1 System gives board location update to GUI
- 2.2.2 GUI displays rotated board to user

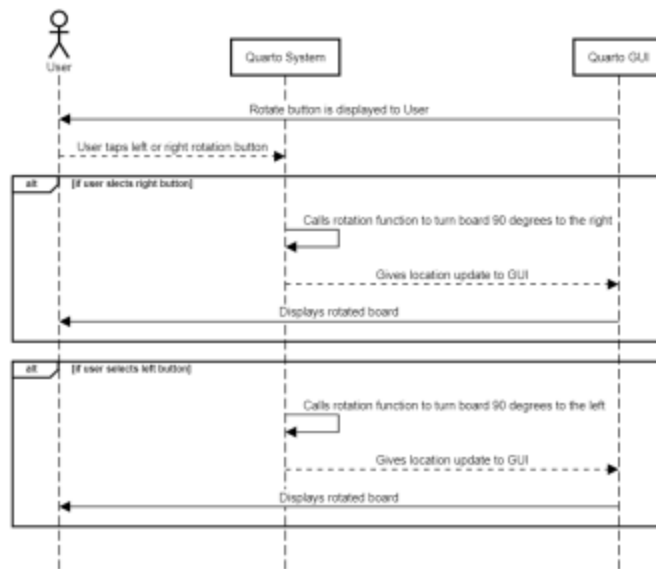
Sequence 2

5. User is able to purchase items in shop
- 5.1 User clicks shop button
- 5.1.1 System access shop page
- 5.1.2 GUI displays shop page to user
- 5.1.3 System checks database for if user has account and is of correct age
- If user meets requirements
- 5.2 GUI displays items available for purchase to user
- else
- 5.3 GUI displays "You are not able to purchase from the shop".

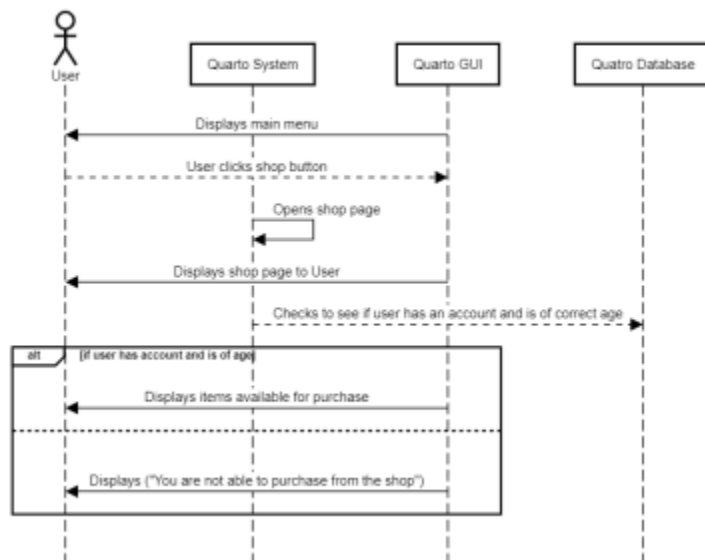
Sequence 3

1. User opens rule book
- 1.1 User selects tutorial button
- 1.1.2 GUI displays two options "Rule Book" or "Play Tutorial"
- If user selects "Rule Book"
- 1.2 User request access from system to rule book
- 1.2.1 GUI displays rule book to user
- Else
- 1.3 User selected play tutorial

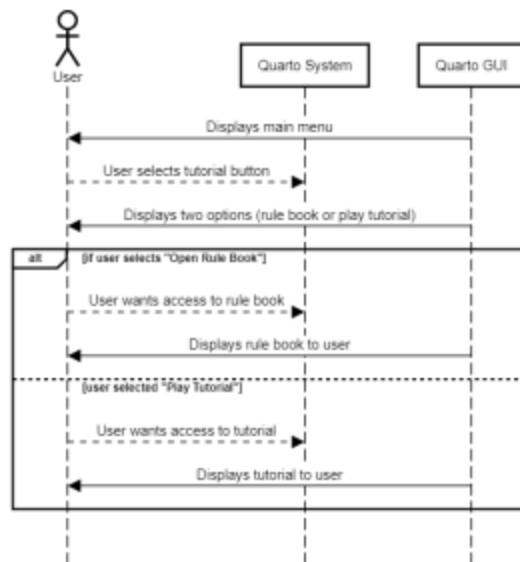
User clicks button to rotate board



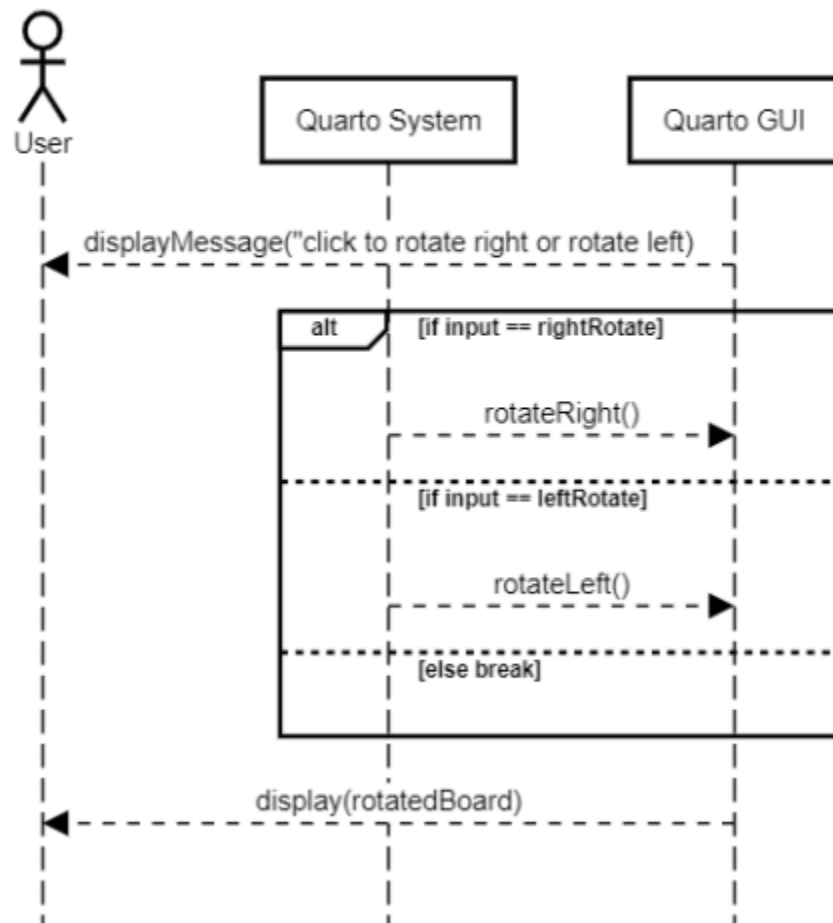
User is able to purchase items in shop



User opens rule book



User rotates board



Alex:

Sequence 1

- 8. system asks user if they want to equip skin
- 9.1 user selects yes.
 - 9.1.1 Quarto system requests skin change to quarto gui
 - 9.1.2 Quarto GUI updates all skins of pieces to selected skin
 - 9.1.3 Quarto system displays "Skins succesfully changed"
 - 9.1.4 Quarto System requests shop page from quarto GUI
 - 9.1.5 Quarto GUI displays shop page to user
- 9.2 User selects no
 - 9.2.1 Quarto System requests shop page from quarto GUI
 - 9.2.2 Quarto GUI displays shop page to user

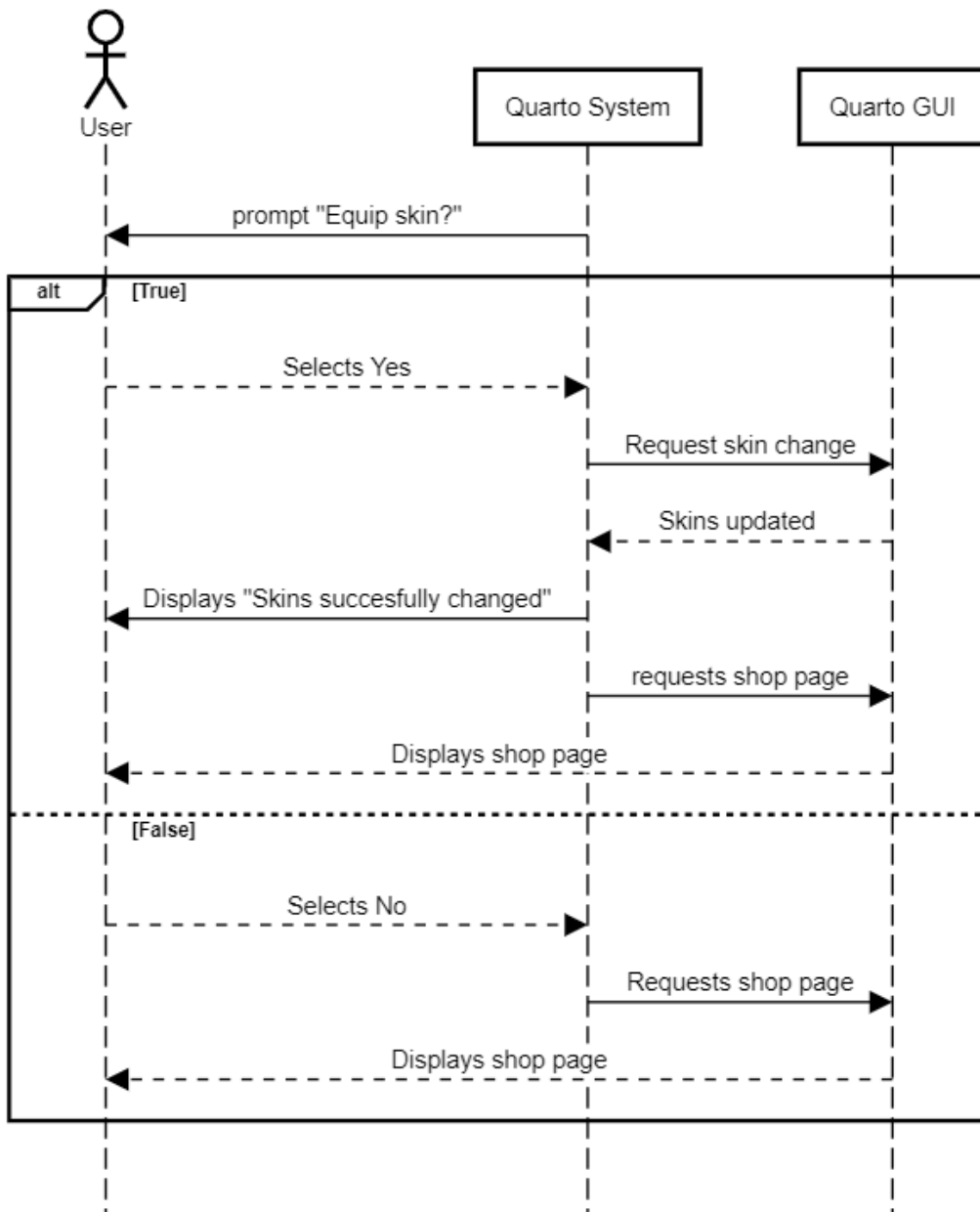
Sequence 2

- 3. System displays gamemode selection screen
- 4. User selects casual Casual
 - 4.1 Quarto system searches for opponent
 - 4.2 Quarto Sysetm requests board screen form Quarto GUI
 - 4.3 Quarto GUI displays game board screen
 - 4.4 Quarto System displays "Your Move!"

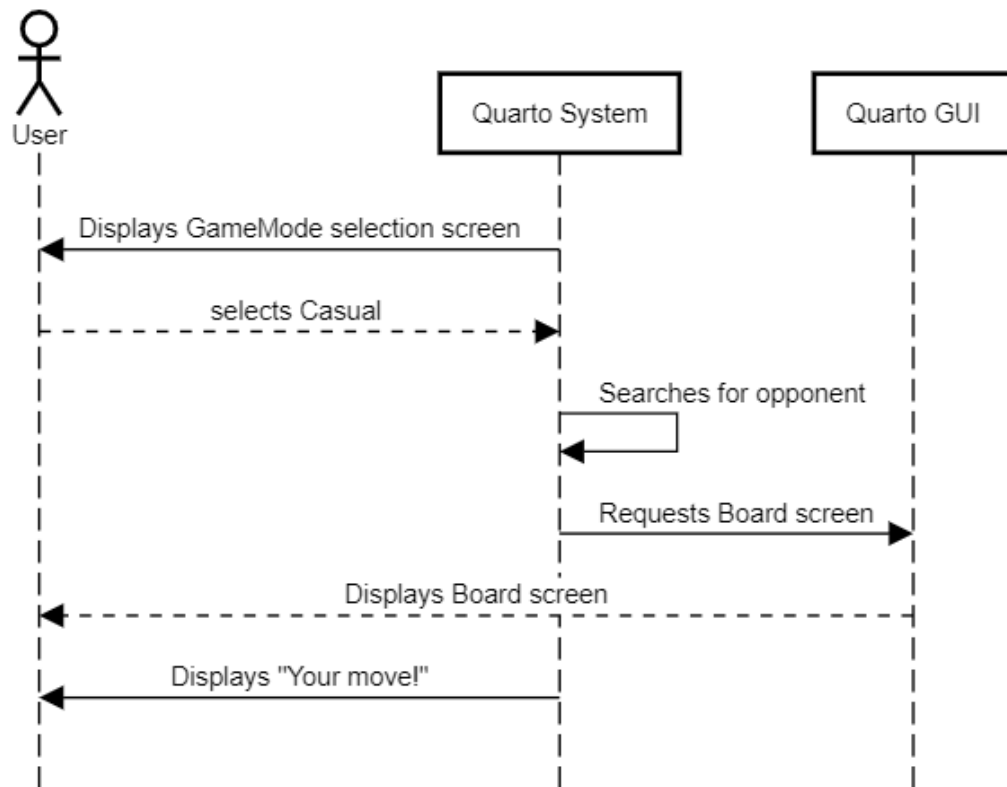
Sequence 3

- 6. Quarto System displays gameboard settings tab
- 7. User Selects "Ghostmode on"
 - 7.1 Quarto System requests that the Quarto GUI enables ghostmode
 - 7.2 Quarto GUI displays "Ghostmode enabled" to user
 - 7.3 Quarto System requests Gameboard ssettings tab from Quarto GUI
 - 7.4 Quarto GUI displays Gameboard settings to user

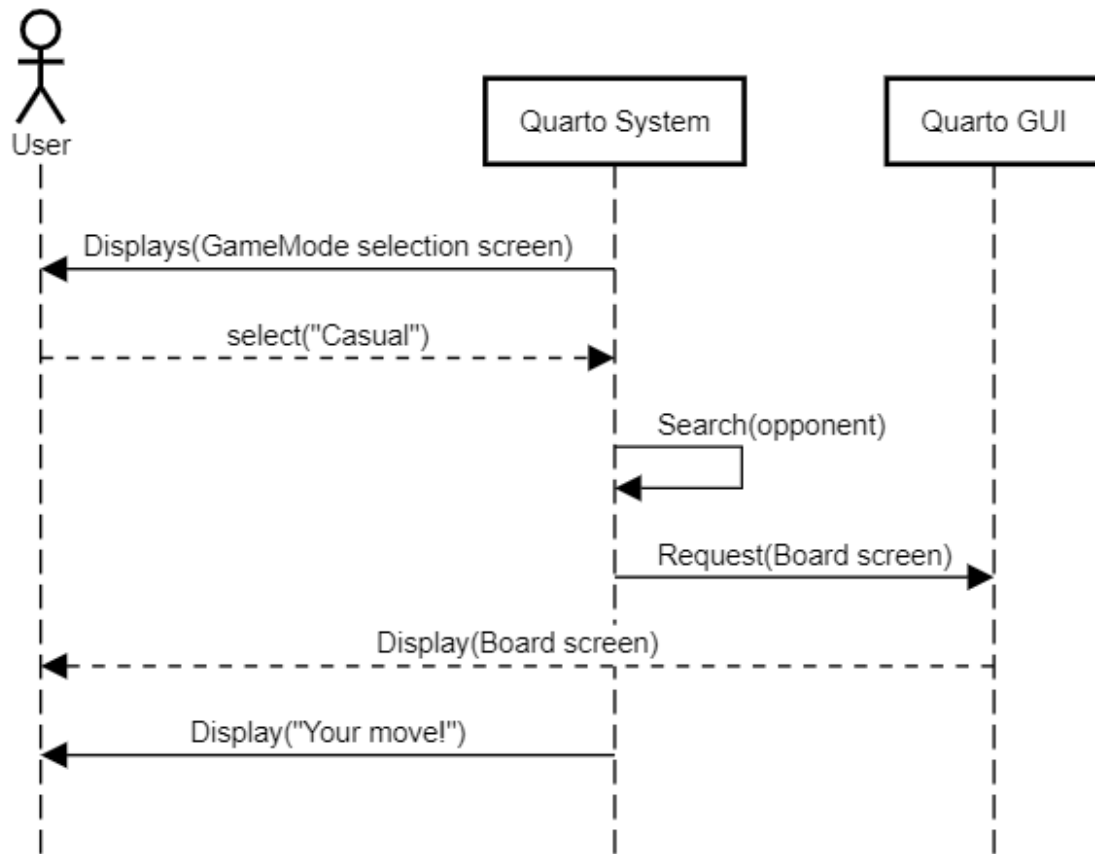
Choose item skin



Choose Casual Mode



Choose Casual Mode (Design)



Open Ghost mode

