

FiveGuys Sequence Diagrams

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) | Timer | Sends | Signal | System |
| 7.3.4) | System | Loads | Main screen | User |

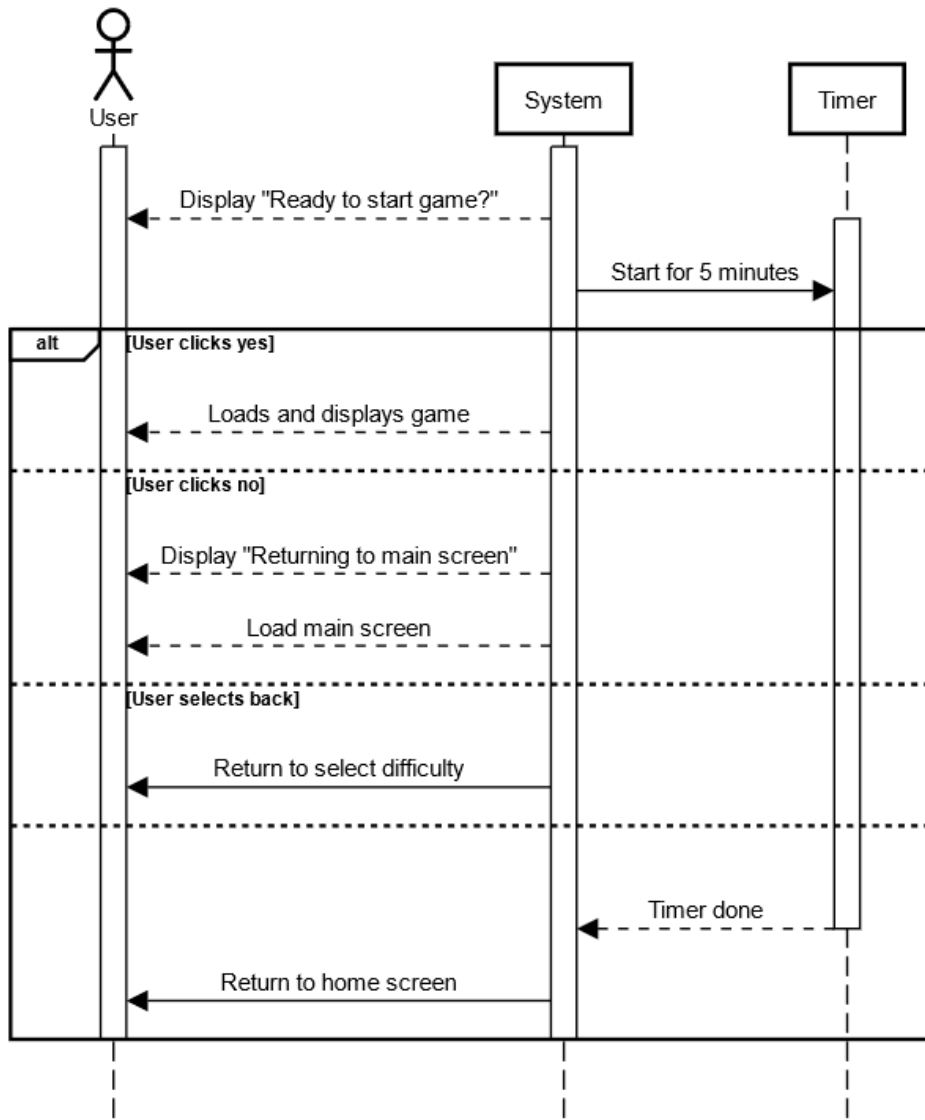
Choose competitive mode: Step 6: System searches for opponent and starts game

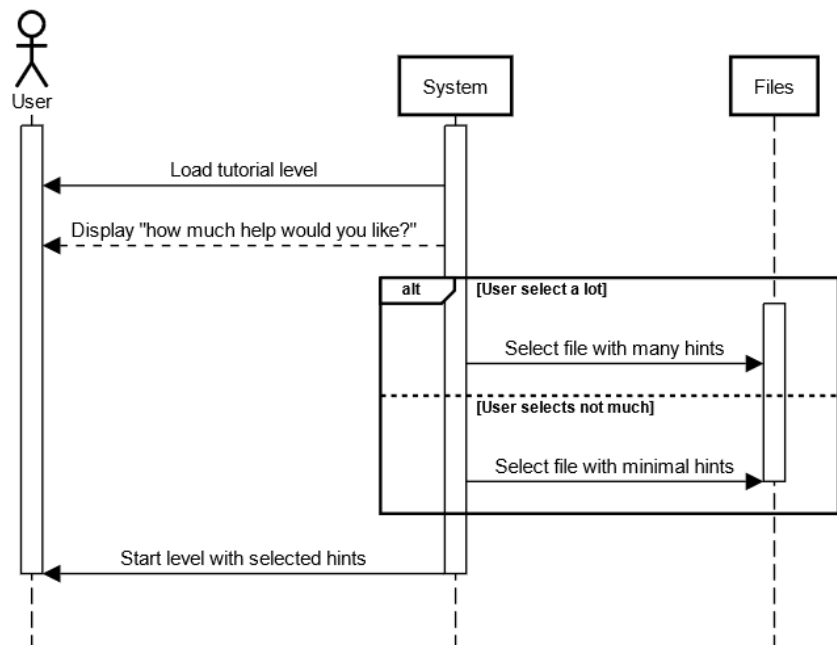
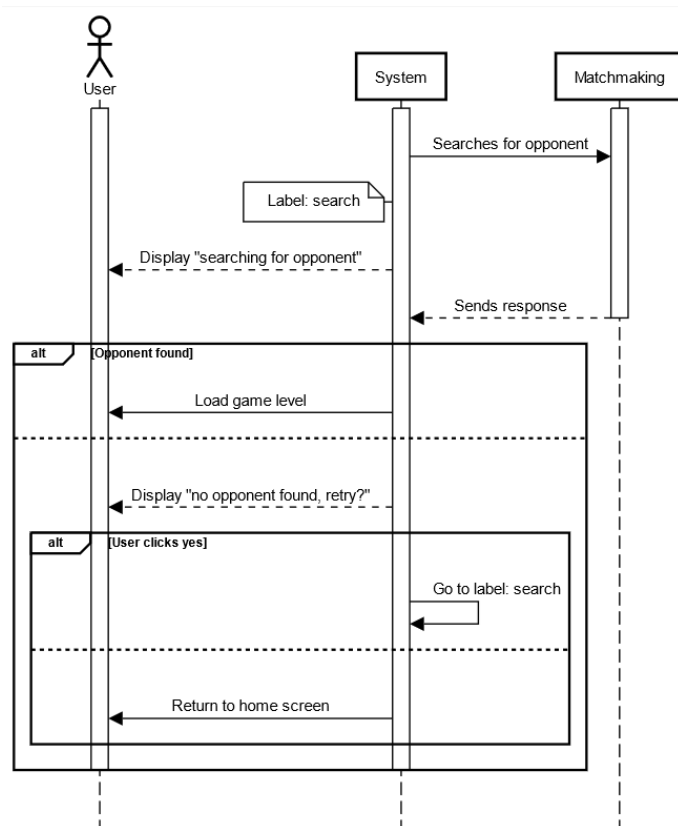
| | Subject | Action of Subject | Other Data/Objects | Object Acted Upon |
|----------|---------------------------|-------------------|-----------------------------|-------------------|
| 6) | System | Searches | Opponent | Matchmaking |
| 6.1) | System | Displays | "Searching for opponent" | User |
| 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 | |

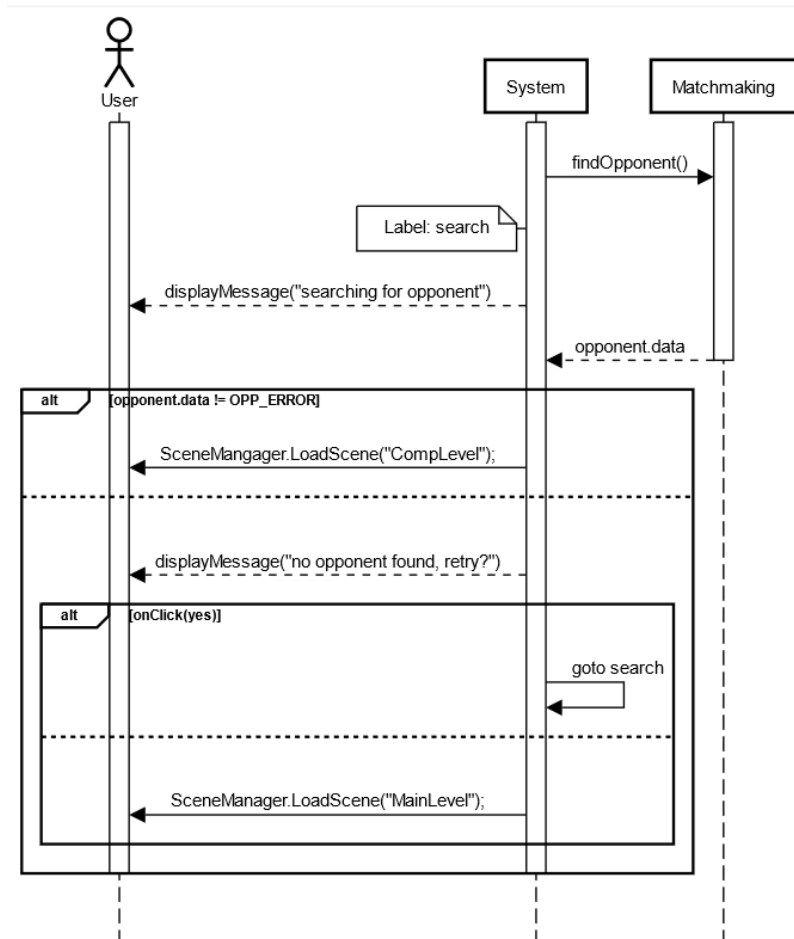
| | | | | |
|----------|--------|---------|-------------|------|
| | Else | | | |
| 6.2.2.2) | System | Returns | Home screen | User |

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 |
| | 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:

Scenario

Descriptions

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

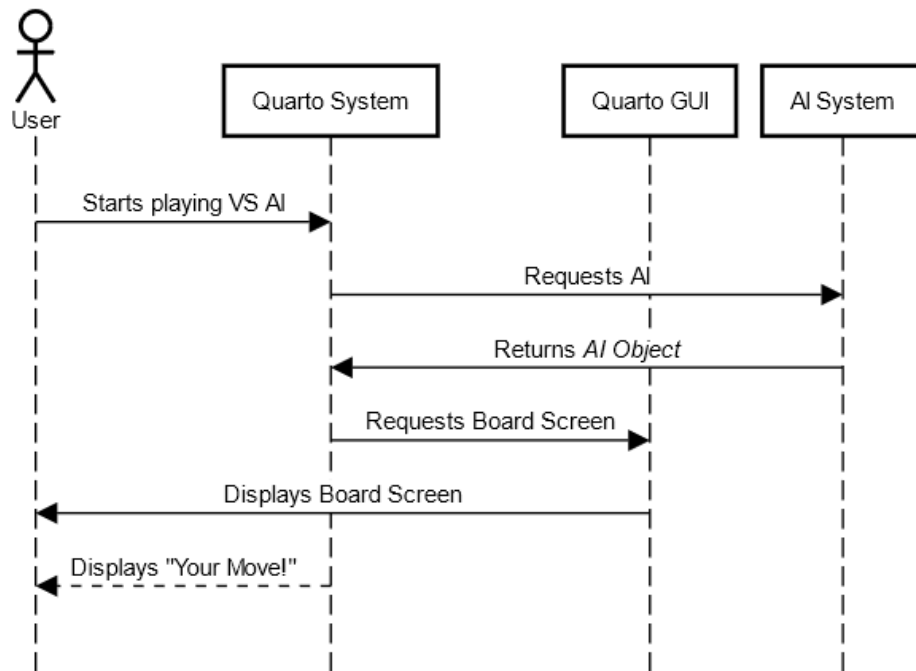
9. System changes all language in the app to Spanish
- 9.1 User sends "Spanish" to Quarto System
- 9.2 Quarto System requests "Change Language Spanish" from Quarto GUI

- 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

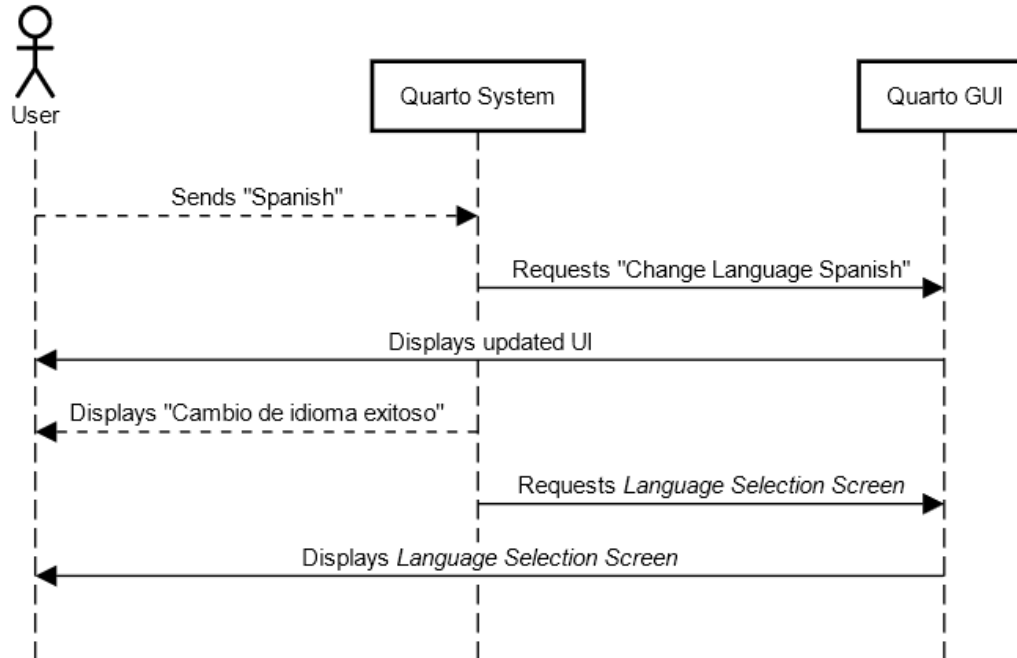
Sequence 3

- 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

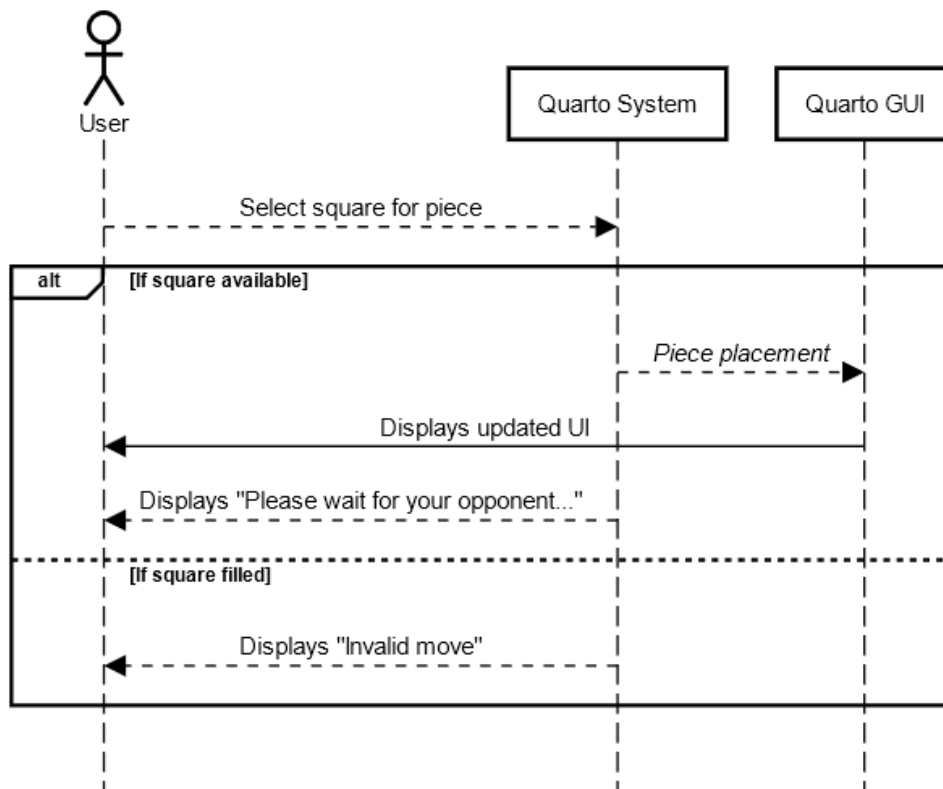
User starts playing quarto against AI



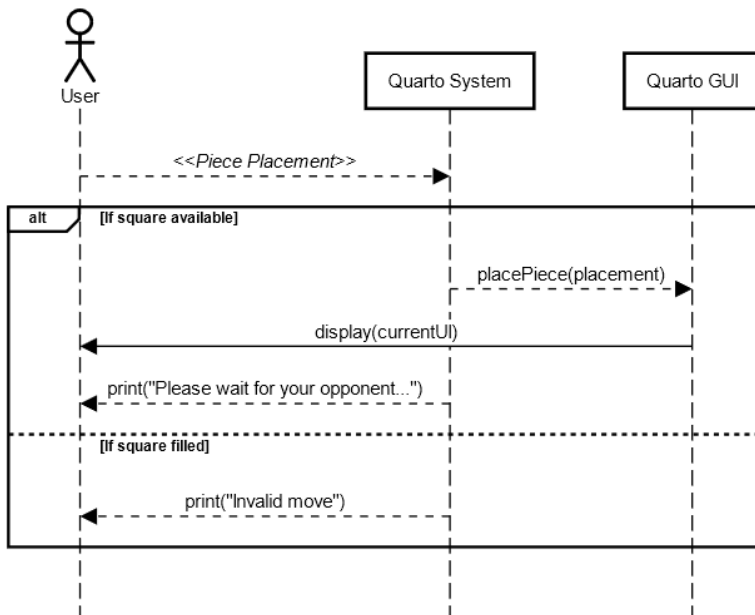
User starts playing quarto against AI



User starts playing quarto against AI



User starts playing quarto against AI



Peter:

Scenario Descriptions

Sequence 1

- 1 System displays user's stats page.
- 1.1 User selects "Stats Page" on GUI
- 1.2 GUI relays stats msg to System
- 1.3 System requests stats data from Stats Database
- 1.4 Stats Database searches itself
- 1.5 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
- 1.6 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 System relays what piece user has chosen to opponent
- 2.1 User selects "Yes" in GUI pop-up window
- 2.2 GUI relays piece selection to System
- 2.3 GUI displays "please wait for opponent" to user
- 2.4 System requests piece selection display to opponent GUI
- 2.5 Opponent GUI displays user piece selection to opponent

Sequence 3

3 System accepts verification and creates account for user

3.1 User enters required information and selects “submit”

3.2 GUI relays submission to System

3.3 System verifies age

3.4 If age verification true

3.4.1 System creates account for user in account Database

3.4.2 System requests verification message display from GUI

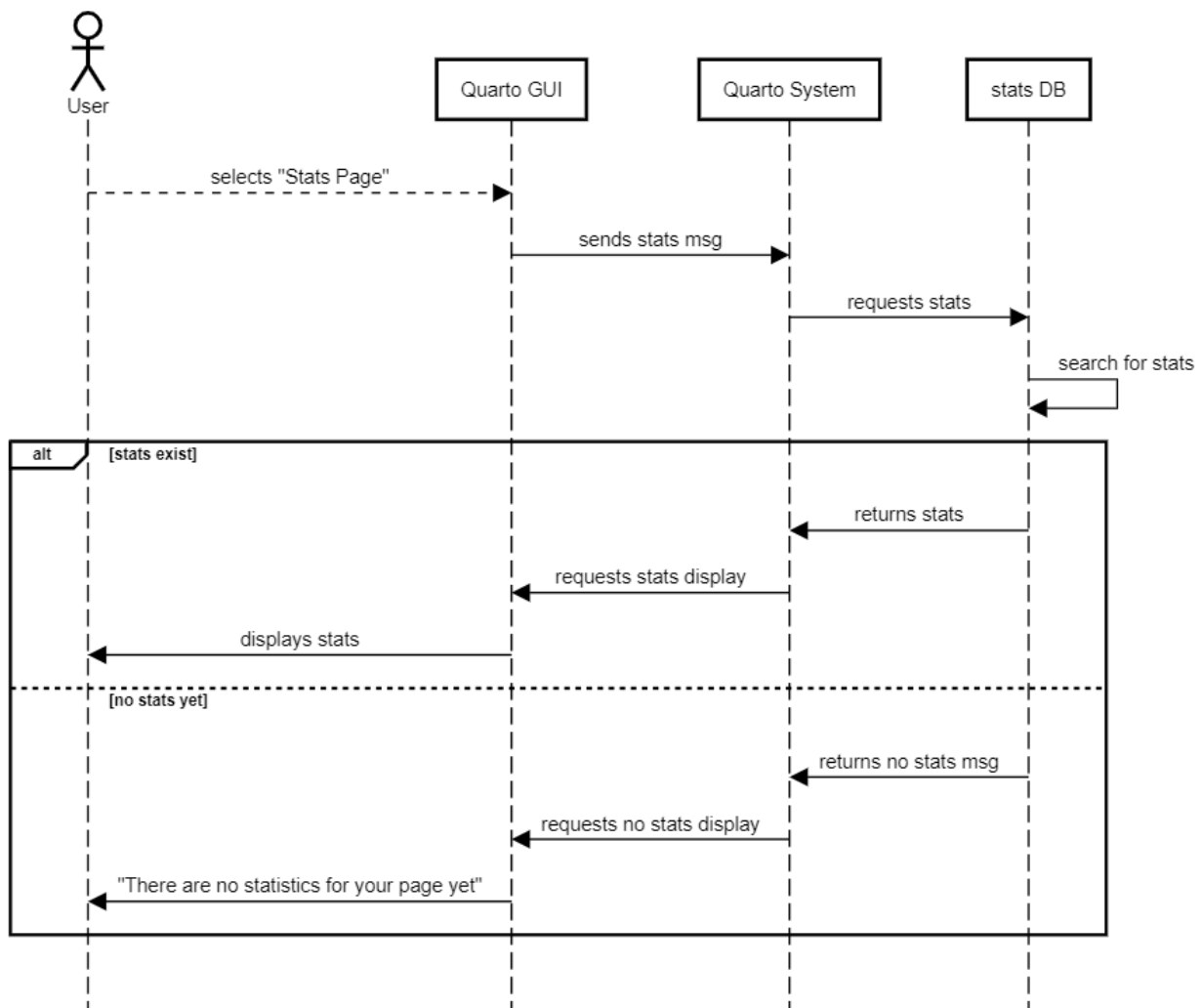
3.4.3 System displays “verification complete. Your account is now set up.”

3.5 If age verification false

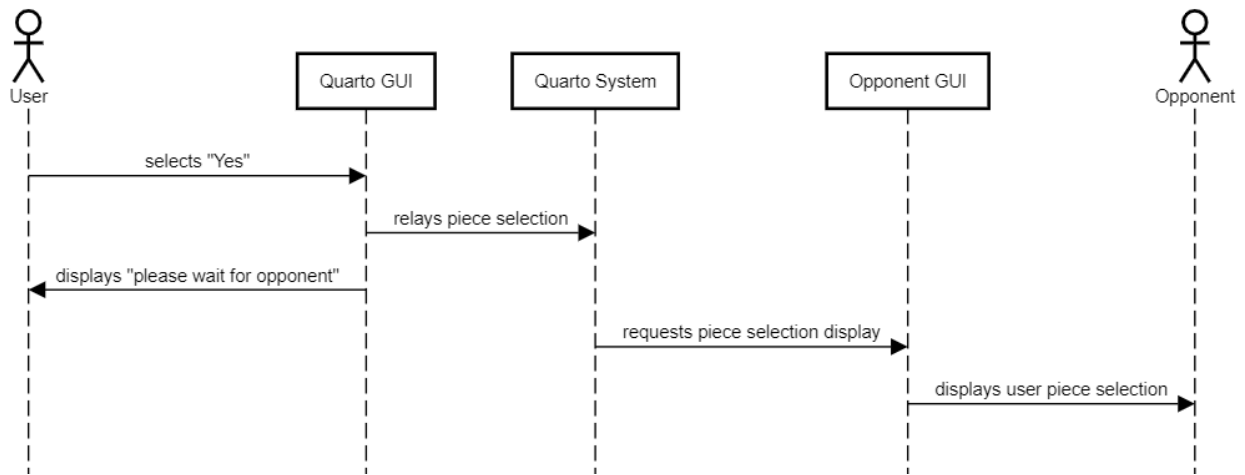
3.5.1 System requests fail message display from GUI

3.5.2 GUI displays “You must be of an eligible age to set up an account.”

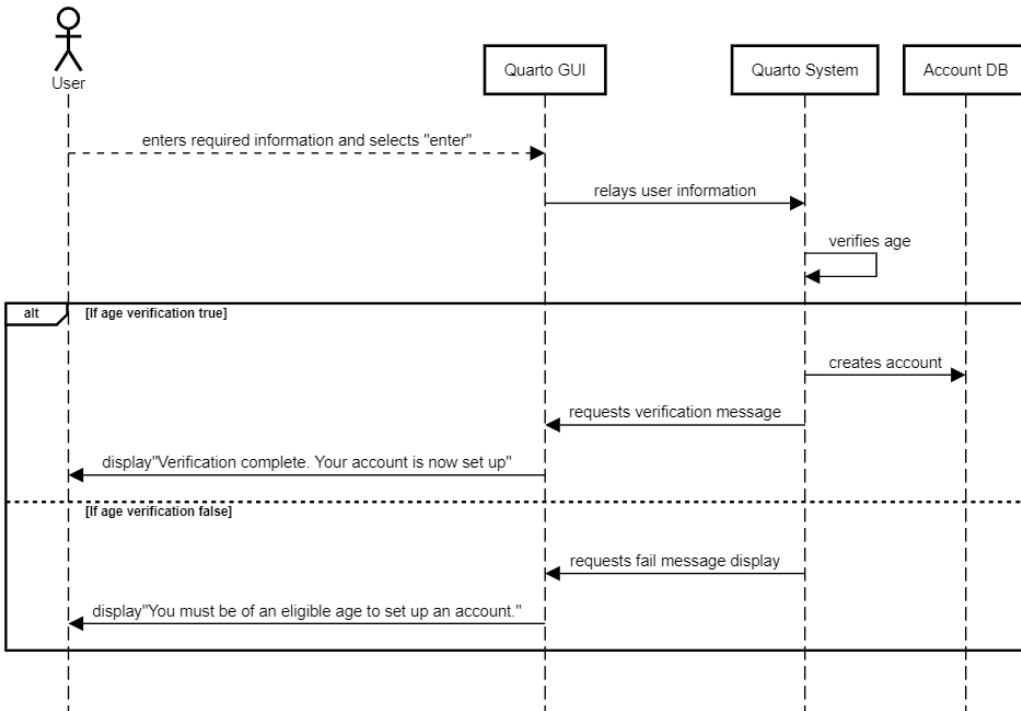
System displays user's stats page



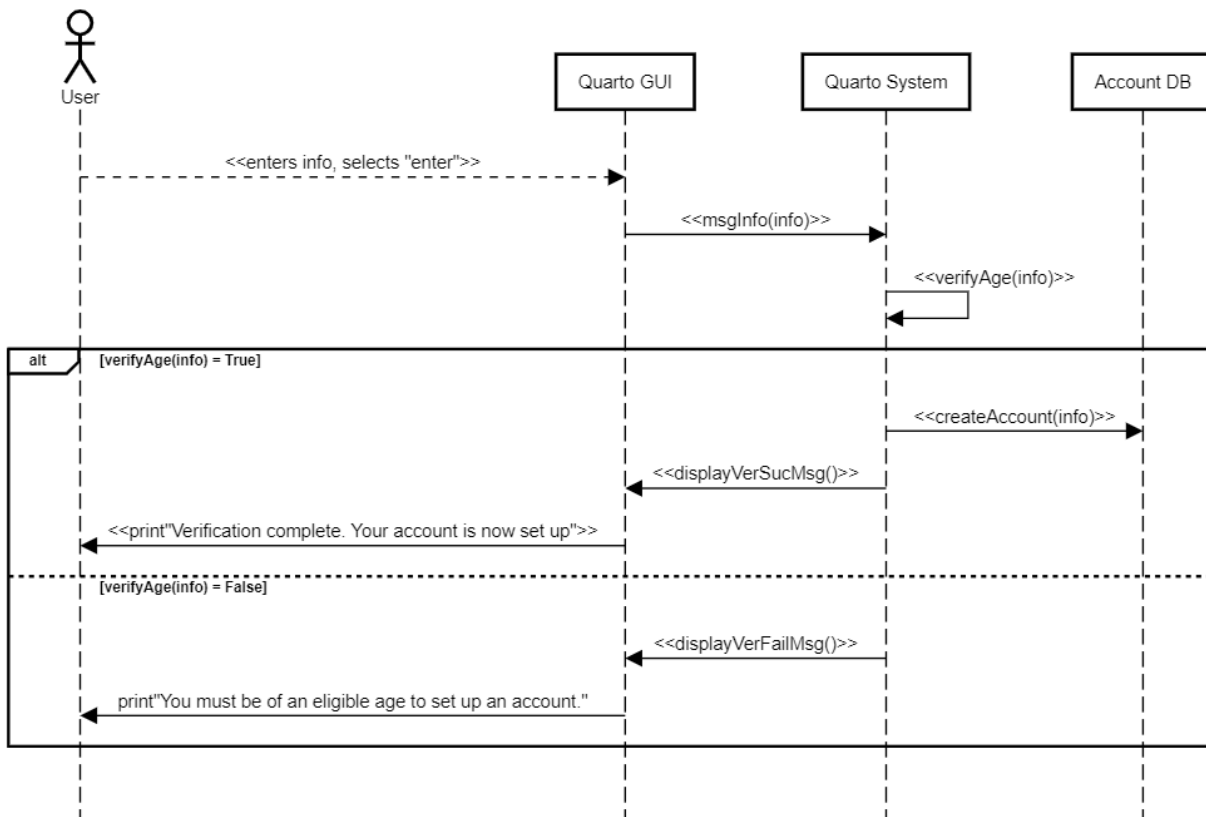
System relays what piece user has chosen to opponent



System accepts verification and creates account



System accepts verification and creates account (Design)



Spencer:

Scenario

Descriptions

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 requirments
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"

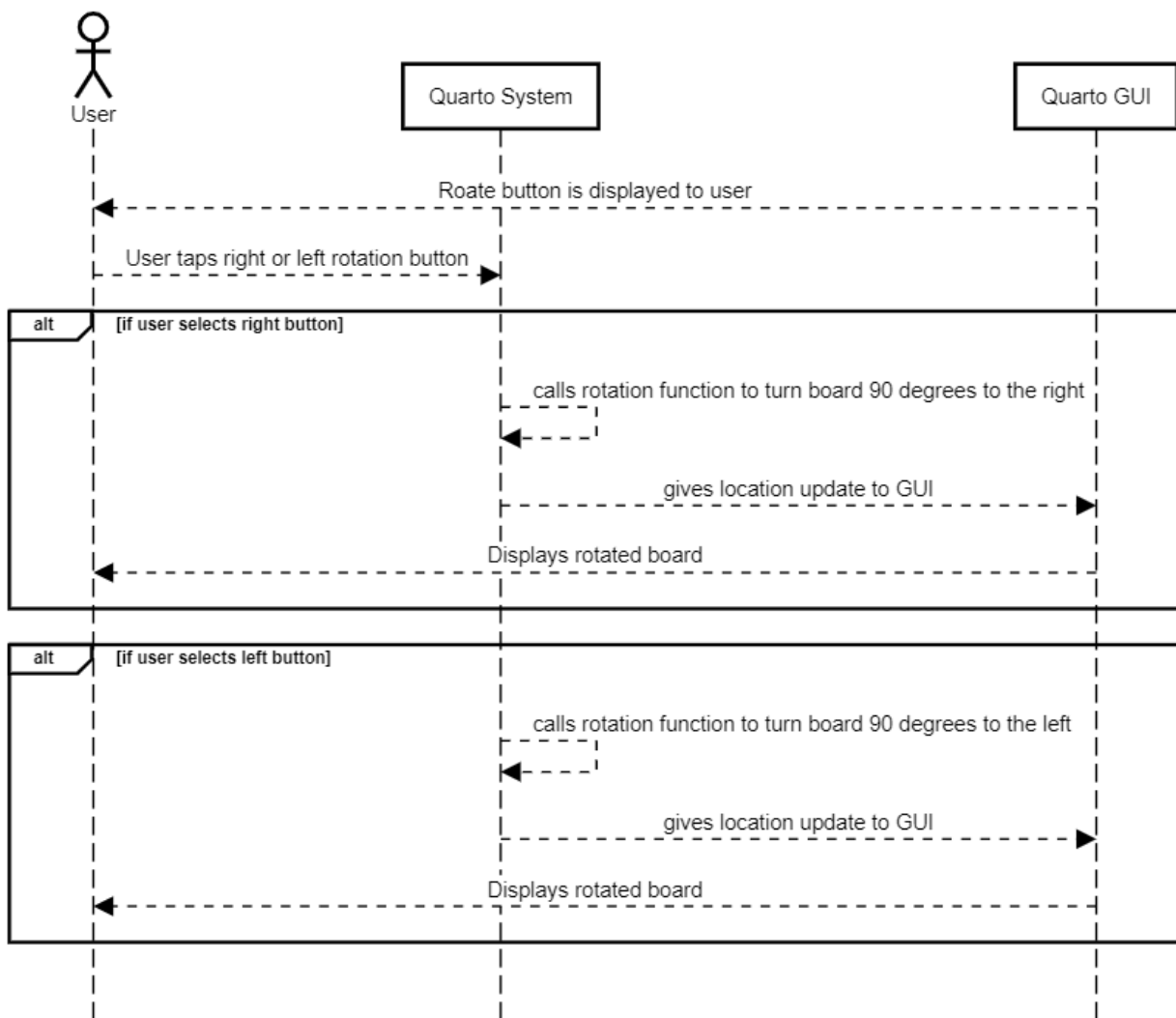
1.2 User request access from system to rule book

1.2.1 GUI displays rule book to user

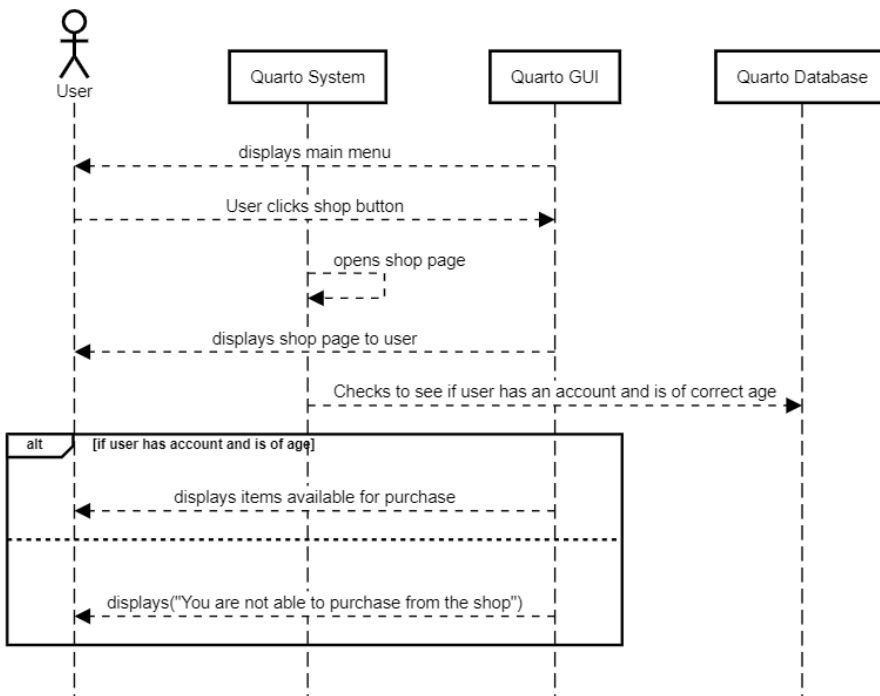
Else

1.3 User selected other option

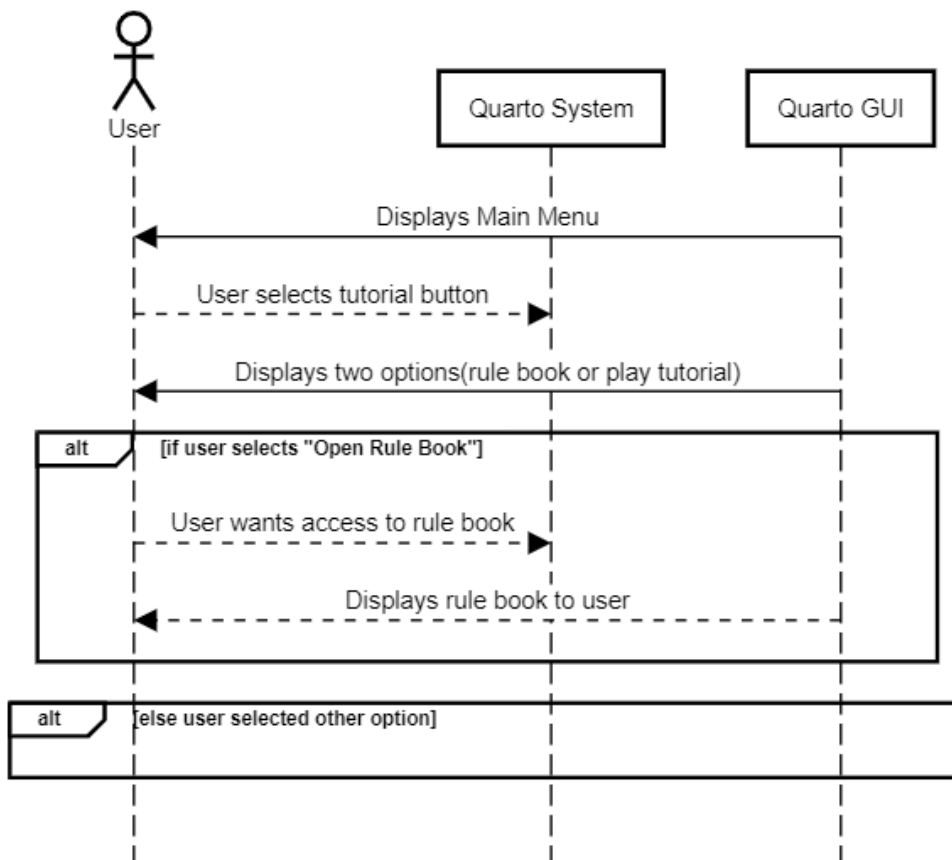
User clicks button to rotate board

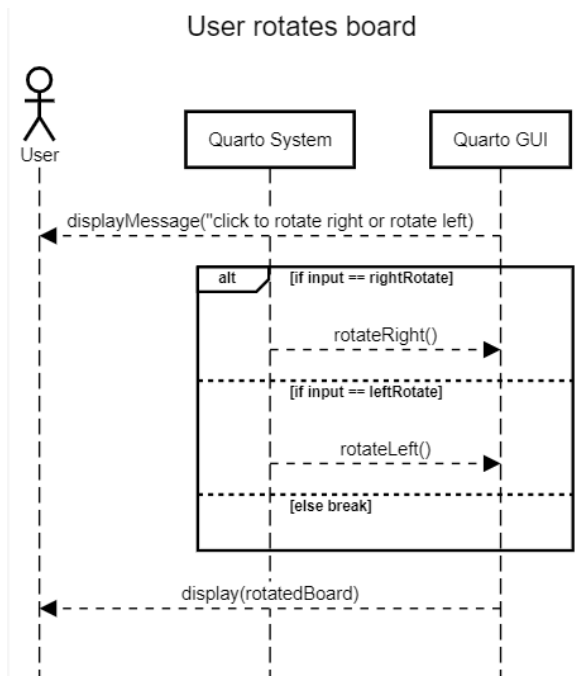


User is able to purchase items in shop



User opens rule book





Alex:

Scenario
descriptions

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"

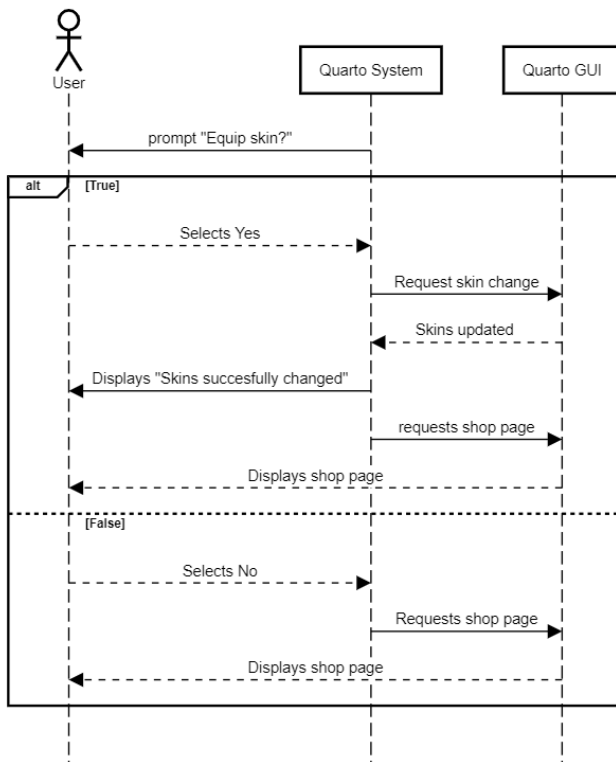
7.1 Quarto System requests that the Quarto GUI enables ghostmode

7.2 Quarto GUI displays "Ghostmode enabled" to user

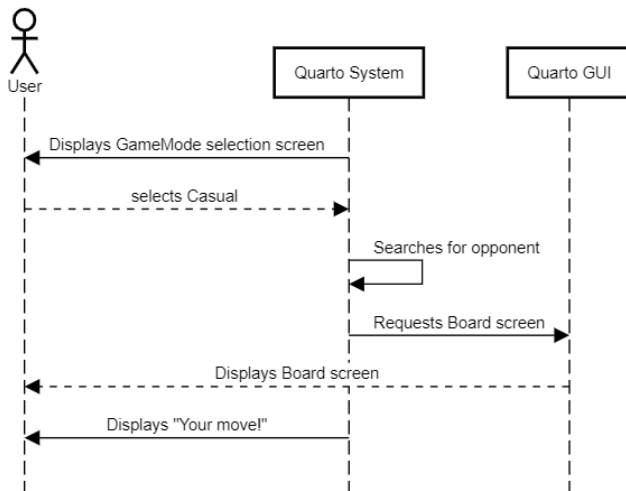
7.3 Quarto System requests Gameboard ssettings tab from Quarto GUI

7.4 Quarto GUI displays Gameboard settings to user

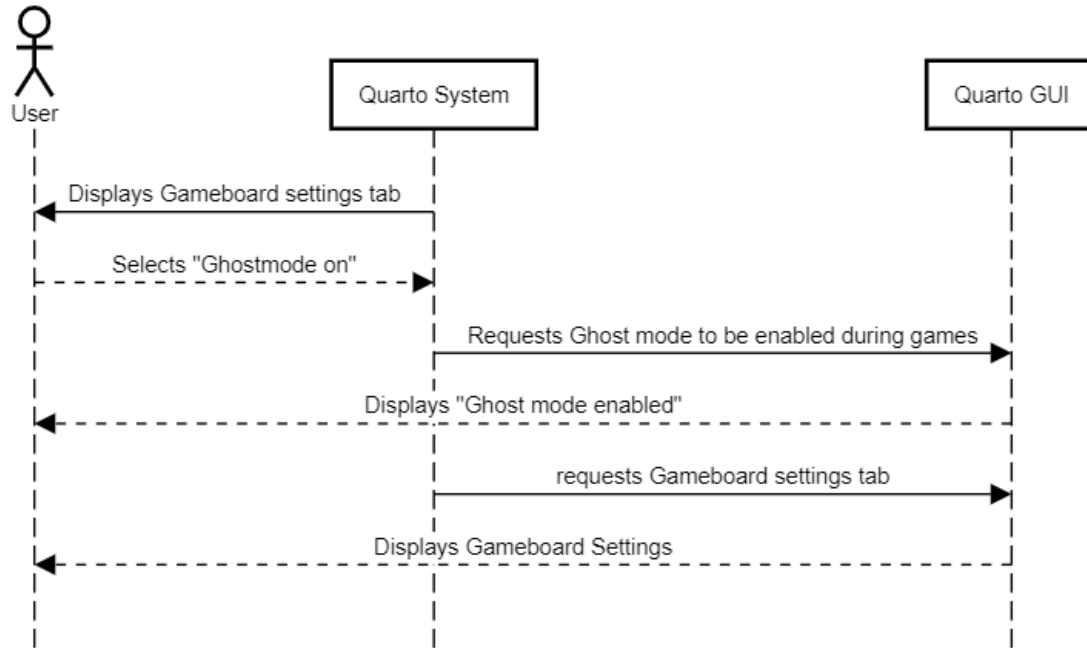
Choose item skin



Choose Casual Mode



Open Ghost mode



Choose Casual Mode (Design)

