

**Use Case:** Present Trivia Question to Player and Validate Correctness

**Id:** UC-001

**Description**

Actor “Player” has selected to enter a room within the maze that he has not yet visited during the course of this game. He is presented with the trivia question associated with that room, from which the Player’s response is expected and then validated for correctness. A correct response opens the door to the chosen room, an incorrect response locks the door to the room.

**Level:** User Goal

**Primary Actor**

Player

**Supporting Actors**

Trivia Database

**Stakeholders and Interests**

None

**Pre-Conditions**

Player must be running an active game.

The maze cannot already be successfully traversed.

Player must have at least one unlocked door available to them from their current location.

**Post Conditions**

Success end condition

Selected Maze Door Unlocked; Player Progresses

Failure end condition:

Selected Maze Door Locked; Player Remains in Current Room

Minimal Guarantee

Player is Informed of Their Answer’s Correctness

**Trigger**

Player Selects an Unlocked Room Within the Maze

**Main Success Scenario**

1. Player opts to move into unvisited and unlocked room within the maze
2. The room’s associated question is retrieved.
3. The question is presented to Player
4. Player is prompted for an answer/response to the question
5. Answer/Response is validated for correctness
6. If validated, associated maze room door is unlocked and marked as visited.

## **Extensions**

6a. If validation of answer/response returns false

1. Associated maze room door is locked
2. Player is prompted to choose another direction to travel within the maze

## **Variations**

None

### **Frequency:**

5-16 times per game.

### **Assumptions**

Maze rooms have successfully been populated with their associated questions via the database.

Maze rooms have successfully been populated with their associated answers via the database.

Player has a keyboard with which to type a response.

## **Special Requirements**

None