Use Cases

Version 1.2

Actors: Users (customers), website administrator(s), donation system, game, website

The user wants to play a game alone

➔ The user arrives at a menu with two options, 'Single Player' and 'Multiplayer'. The user will select 'Single Player' and create a new game session. The user will have an option of setting the game grid size from 4x4 to 8x8. The grid dimensions will be selected by a form, which will only contain even numbers from 4 to 8. Once the grid dimensions are set, a grid of cards will appear face down. The user will continuously select two cards per turn, hoping for a match, and complete the game when all card pairs have been retrieved.

The user wants to play a game with other people

➔ The user arrives at a menu with two options, 'Single Player' and 'Multiplayer'. The user will select 'Multiplayer' and create a new game session. The game session contains a short invite code which can be sent to friends. The user will wait in a lobby for other players, and select 'Start' when the group of players are ready. The user will have an option of setting the initial grid size ranging from a 6x6 grid to an 8x8 grid (similar to above). Once the grid dimensions are set, a grid of cards will appear face down. The user and other players take turns selecting two cards and hoping for a match. Once all card pairs have been retrieved, the user is notified whether s/he won, lost, or tied with other players.

The user is interested in viewing information about a particular fruit or vegetable pair

➔ While playing the game, the user matches a pair of cards, and is interested in the food item on the cards. The user can click on the card pair to read a short description about the food item. The user is interested in the health benefits of the food item and selects the 'read more' button. The user finds the top rated recipes containing the food item which are presented as links to other websites.

The user wants to donate to a charity while playing

➔ The user completes a round of the Food and Vegetables Concentration Game. The user finds the status of the game (win, lose, or tied) and will see an interesting fact listed below. The interesting fact will contain a story about a food shortage along with the

importance of nutrition. The user will then be asked for a small donation of under $3. If the user wants to donate, they will be taken to a separate page for secure transactions. Once a donation has been made, a confirmation email will be sent to the user.

The user wants to 'peek' at a grid of cards

➜ The user is interested in winning the Food and Vegetables Concentration Game. When the grid of cards is full, the user has the option of clicking a button labeled 'peek'. Once clicked, the user will have the option to pay a 50¢ donation to look at all cards for a few seconds. If selected, the user will be taken to a separate page for financial information. If a successful donation is made, a confirmation email is sent out and the grid of cards will be visible to the user for a few seconds.

An administrator is interested in updating the website

➜ The administrator will use their credentials to log into the Namecheap Control Panel or login via secure shell (ssh). The administrator will then use git through the Namecheap Control Panel or ssh to pull any changes from the stable branch of the codebase. If the website is already up-to-date, nothing else needs to be done.

An organization wants to participate in a charity partnership

➜ An organization member can navigate to the bottom of the main page on the site. Listed at the bottom will be a link stating 'Charity partnership', clicking it will open a separate page on the site. The organization member will then select the option 'participate in partnership' which will open a pre-populated email, asking the organization member for their company email address before being sent. Once the email is received by a development team member, (s)he will review and verify the organization's legitimacy. If approved, the development team will integrate the payment system with the charity organization.

An organization wants to stop participating in a charity partnership

➜ An organization member can navigate to the bottom of the main page on the site. (S)he will open the link stating 'Charity partnership', taking them to another page. There will be an option listed 'cancel partnership', which pre-populates an email and asks for the organization member's company address. Once the email is received by a development member, (s)he will review and verify the request. Once approved, the development team will unhook the payment system from the charity organization.