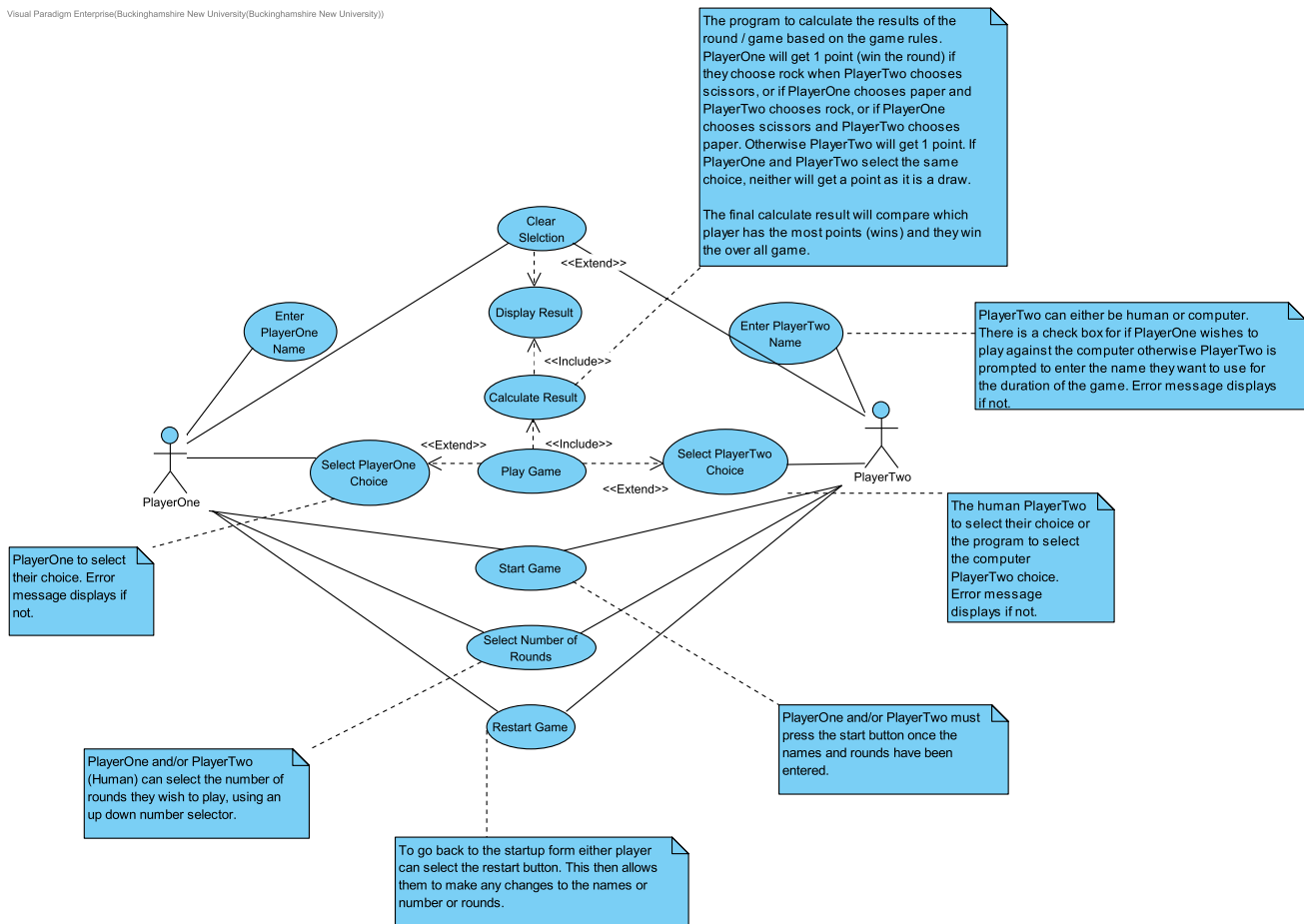




# 1. RPS\_Game Use Case Diagram

Visual Paradigm Enterprise(Buckinghamshire New University(Buckinghamshire New University))



This is a virtual rock, paper, scissors game that can either be played with two humans or one human versus computer.

## 1.1. Calculate Result

ID: UC09

The program to calculate the results of the round / game based on the game rules. PlayerOne will get 1 point (win the round) if they choose rock when PlayerTwo chooses scissors, or if PlayerOne chooses paper and PlayerTwo chooses rock, or if PlayerOne chooses scissors and PlayerTwo chooses paper. Otherwise PlayerTwo will get 1 point. If PlayerOne and PlayerTwo select the same choice, neither will get a point as it is a draw.

The final calculate result will compare which player has the most points (wins) and they win the over all game.

## 1.2. Clear Slection

ID: UC10

Either player can press clear to reset the choice selection buttons

## 1.3. Display Result

ID: UC01

This displays the winners name of the current round or the game, based on the calculate result method.

## 1.4. Enter PlayerOne Name

ID: UC02

PlayerOne is prompted to enter the name they want to use for the duration of game. Error message displays if not.

### ● 1.5. Enter PlayerTwo Name

ID: UC04

PlayerTwo can either be human or computer. There is a check box for if PlayerOne wishes to play against the computer otherwise PlayerTwo is prompted to enter the name they want to use for the duration of the game. Error message displays if not.

### ● 1.6. Play Game

ID: UC08

Either PlayerOne or human PlayerTwo to press play once both have made their choice selection

### ♀ 1.7. PlayerOne

ID: AC01

PlayerOne is a human player.

### ♀ 1.8. PlayerTwo

ID: AC02

PlayerTwo can either be Human or Computer.

### ● 1.9. Restart Game

ID: UC11

To go back to the startup form either player can select the restart button. This then allows them to make any changes to the names or number or rounds.

### ● 1.10. Select Number of Rounds

ID: UC03

PlayerOne and/or PlayerTwo(Human) can select the number of rounds they wish to play, using an up down number selector.

### ● 1.11. Select PlayerOne Choice

ID: UC06

PlayerOne to select their choice. Error message displays if not.

### ● 1.12. Select PlayerTwo Choice

ID: UC07

The human PlayerTwo to select their choice or the program to select the computer PlayerTwo choice. Error message displays if not.

### ● 1.13. Start Game

ID: UC05

PlayerOne and/or PlayerTwo must press the start button once the names and rounds have been entered.