# Viewing the scoreboard

Description The player starts the game and wants to see the scoreboard.

## Basic Flow

1) When a user starts the game main menu opens with options to select from.

2) The user uses a mouse or touchpad to click on the Scoreboard button.

3) A new page is opened with the top 5 players (their names) and the scores they achieved.

4) To return to the main menu the user clicks on the Return button.

# Start the Game

Description The player wants to start a game.

## Basic Flow

1) The user is back to the main menu.

2) The user uses a mouse or touchpad to click on the Start button.

3) The user is asked to enter the name which will be then displayed on the scoreboard page if the score achieved is high enough.

4) The user uses the keyboard to enter the name and clicks enter to confirm that the name was entered.

5) The user is displayed a 'building screen'.

# Building Shelter for Pigs

Description In the first stage of the game the player is asked to build a structure to protect the pigs.

## Basic Flow

1) The user is in the 'building screen'.

2) The player uses buttons representing different materials (e.g. wood, steel) to build a structure that won't collapse. (The player has a budget for this task)

3) The player uses a button to place n amount of pigs on the screen (n is different for different levels and the user can't start the game without placing all of the required pigs)

4) The user clicks on the Start button.

## Alternative Flow

1) The user is in the 'building screen'.

2) The player uses a button to place n amount of pigs on the screen (n is different for different levels and the user can't start the game without placing all of the required pigs)

3) The player uses buttons representing different materials (e.g. wood, steel) to build a structure that won't collapse. (The player has a budget for this task)

4) The user clicks on the Start button.

# Birds Attack

Description In the second stage of the game the player does nothing but watch the events happening.

## Basic Flow - Player Wins

1) Birds start falling.

2) Materials get damaged.

3) At least one pig survives the attack.

4) Points are calculated (points are given for the amount of budget left and amount of pigs that survived)

5) The Win screen is displayed with the current score.

## Alternative Flow - Player Loses

1) Birds start falling.

2) Materials get damaged.

3) All pigs are killed.

4) Points are calculated (points are given for the amount of budget left and amount of pigs that survived)

5) A Loose screen is displayed with the final score.

# Win Screen

Description When a user wins a level they are displayed a win screen.

## Basic Flow - The player won level 1 or level 2.

1) Player can see their current score displayed on the screen.

2) There is one button on the screen - Next Level button that needs to be pressed in order to continue.

## Alternative Flow - The player won level 3 which is the last level in the game.

1) Player can see their current score displayed on the screen.

2) There is one button on the screen - End Game button that needs to be pressed to display the main menu.

# Loose Screen

Description When a user loses a level they are displayed a loose screen.

## Basic Flow

1) Player can see their final score displayed on the screen.

2) There is one button on the screen - Return button that needs to be pressed to display the main menu.

# Exit Game

Description The player wants to exit the game after finishing the game.

## Basic Flow

1) The user is back to the main menu.

2) The user uses a mouse or touchpad to click on the Scoreboard button.

3) A new page is opened with the top 5 players (their names) and the scores they achieved.

4) To return to the main menu the user clicks on the Return button.