INITIAL SKETCH & THOUGHT

Rack-O PLAY INSTRUCTIONS SETTINGS	Game will start in ... Do you mind if the computer plays? NO YES	SETTINGS Rack Color: ▮▮▮ Sound: ON ▮ OFF ☐ Mic: ON ▮ OFF ☐
Figure 1	Figure 2, wait screen	Figure 3, settings

In game play view (Figure 4)
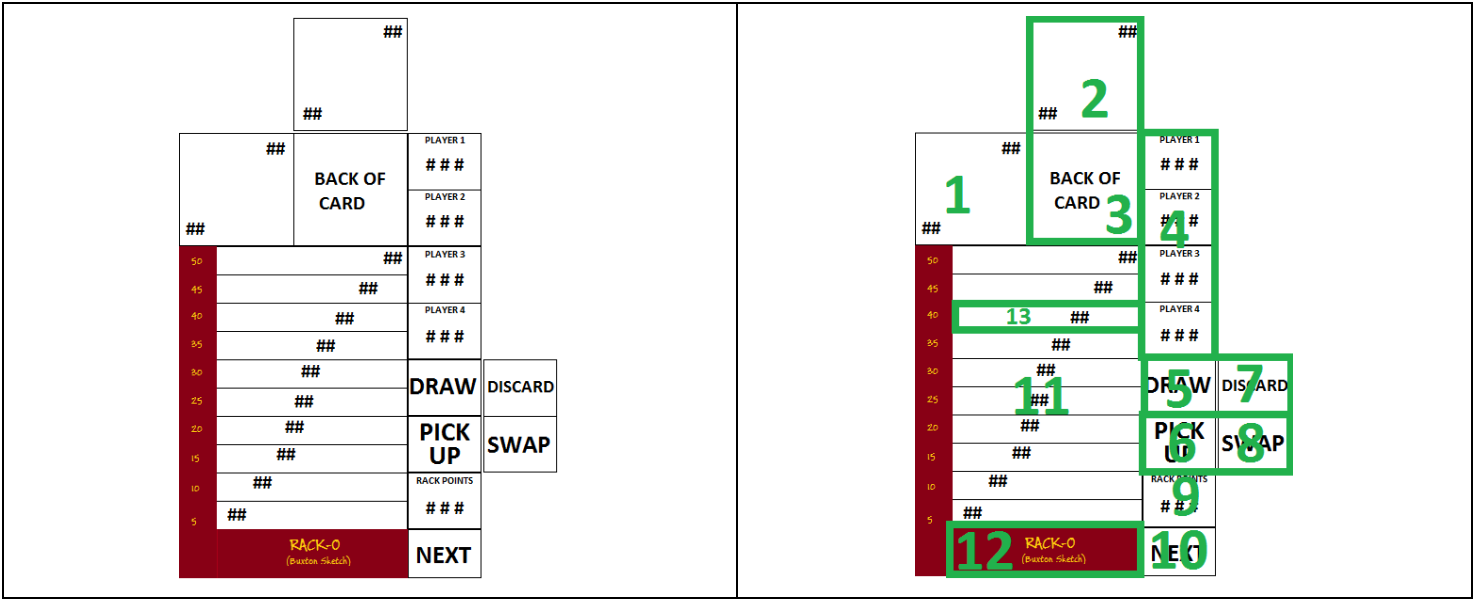
Figure 4 Key:

Number	Description
1	Discard Pile
2	Drawn Card, only visible when the user taps the draw button.
3	Deck, User can double tap this when it is their turn to draw a card instead of taping the draw button.
4	The players of the game with their score, ###. The current player square will be highlighted. The user will be distinguished by a special symbol. If not then player 1..4 will be replaced by a user name.
5	Draw, once pressed then Discard will be shown and Drawn Card (2) will be shown to the user and Pickup (6) is disabled.
6	Pickup. User can press this to pick up the discard, but

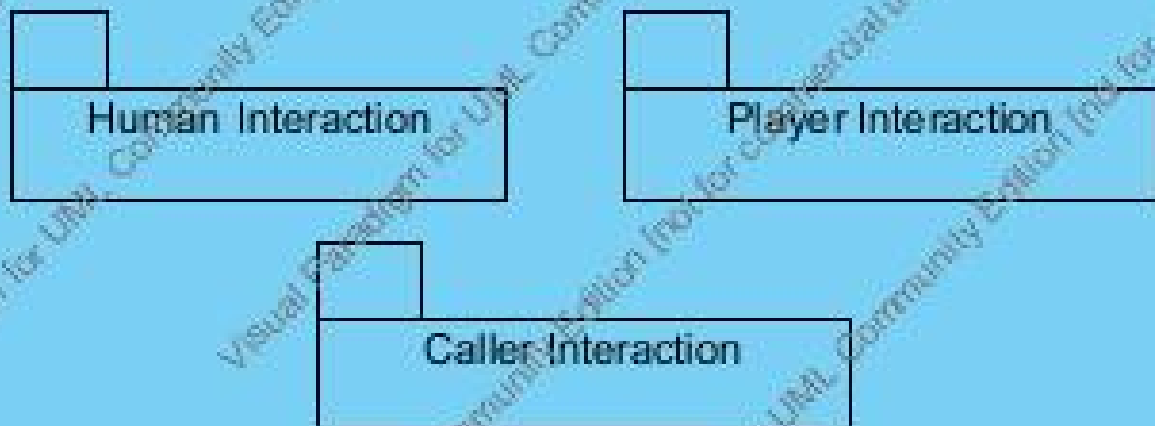|	
	before this can be done the user must select the card in the rack that they want to swap with or drag and drop the discard to the specific location in the rack to switch cards.
7	Discard, this will only show if the player chooses to draw. In which case this action will discard the drawn card if the user so desires.
8	Swap, this will swap out the card once selected only when it is the drawn card.
9	Current rack points. This will also have a superscript "+##" only to be counted if the player rack-o. The bonus points are determined by consecutive numbering of the cards, i.e: 1,2,3 would be 3 in a row and would give the user +50 and 2 in a row does not give the user any bonus points.
10	Next, when the user is done with their turn.
11	The Rack, holds the cards. In the settings the rack can change to a specific color.
12	Rack-o button, The user will have to press this in order to declare rack-o.
13	Card, a user can select a card and the card will highlight. A user can mark the card by holding down the selected card and the phone will vibrate and the card will change color.

Special Features

During the game play the user's phone microphone will be enabled to allow trash talk or in game conversation. Figure 3 is where they can turn microphone on or off.
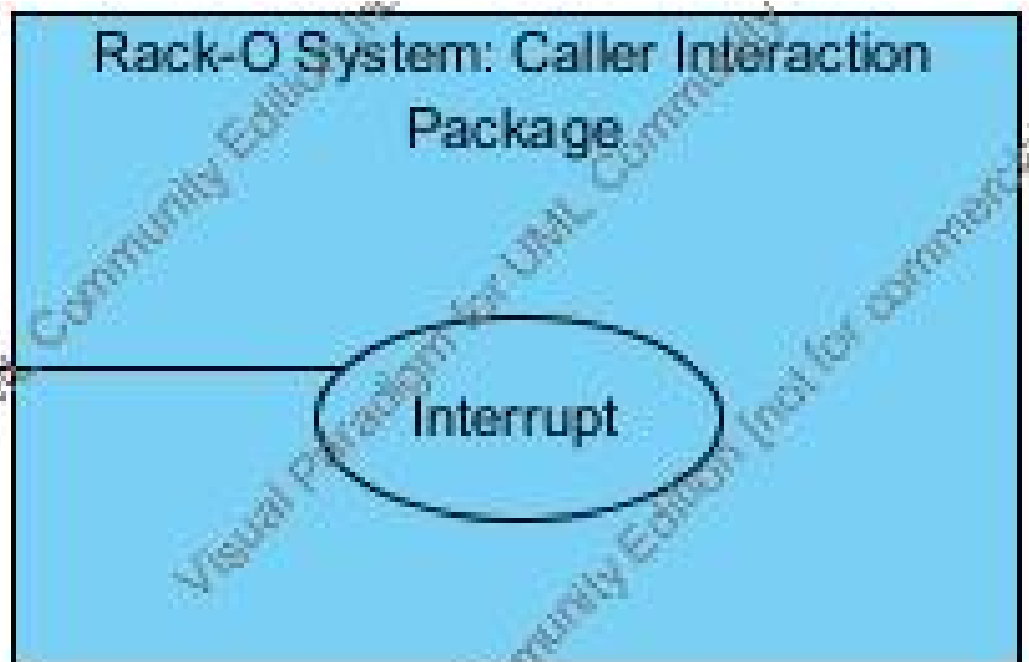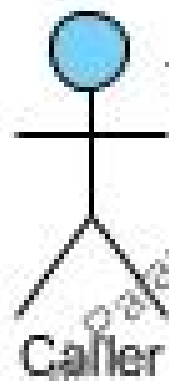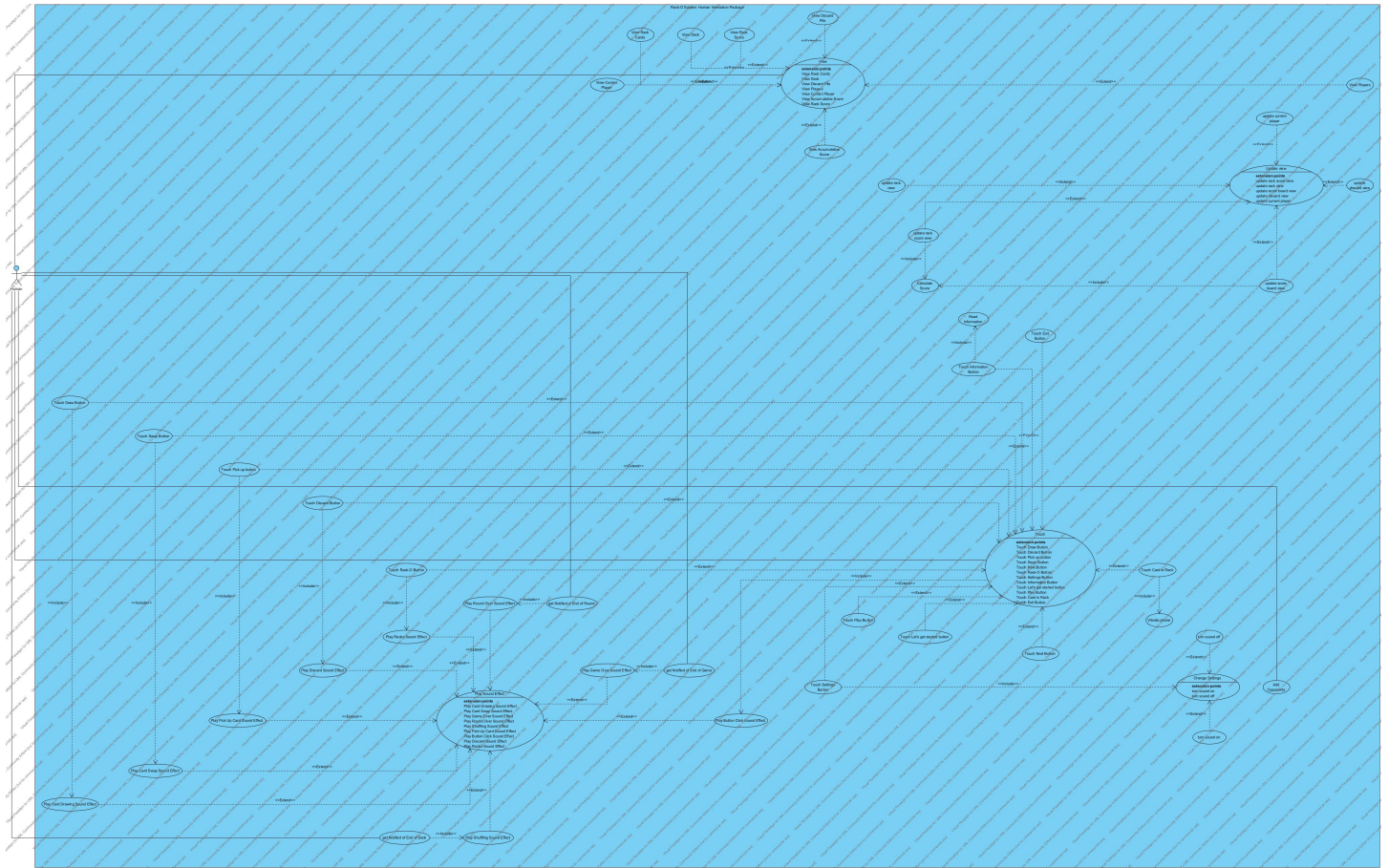
Other Features

Scoreboard is used to allow the users to see where they stand in the game and also where they stood in each round. Player ranking system so the user can know where they stand in the rack-o community.

USE CASE DIAGRAMS

Rack-O System

Human Interaction

Player Interaction

Caller Interaction

Rack-O System: Caller Interaction Package

Caller

Interrupt

Rack-O System: Player Interaction Package

Call Rack-O

Draw Card

Open new Deck of Cards

<<include>>

End of Round Reached

Player

Computer

<<extends>>

<<extends>>

Human

Discard a Card

<<Include>>

<<Include>>

Turn Over Card

<<Include>>

Deal Card

<<Include>>

<<Include>>

<<Include>>

<<Include>>

Shuffle

<<Include>>

Re-deck

<<Include>>

<<Include>>

Place card in rack

<<Include>>

<<Include>>

<<Include>>

Remove Card in rack

<<Include>>

Swap Card

<<Include>>

<<Include>>

<<Include>>

Pick up Discard

<<Include>>

Play

<<Include>>

Turn completed

<<Include>>

<<Include>>

End of Game Reached

View Rack Cards
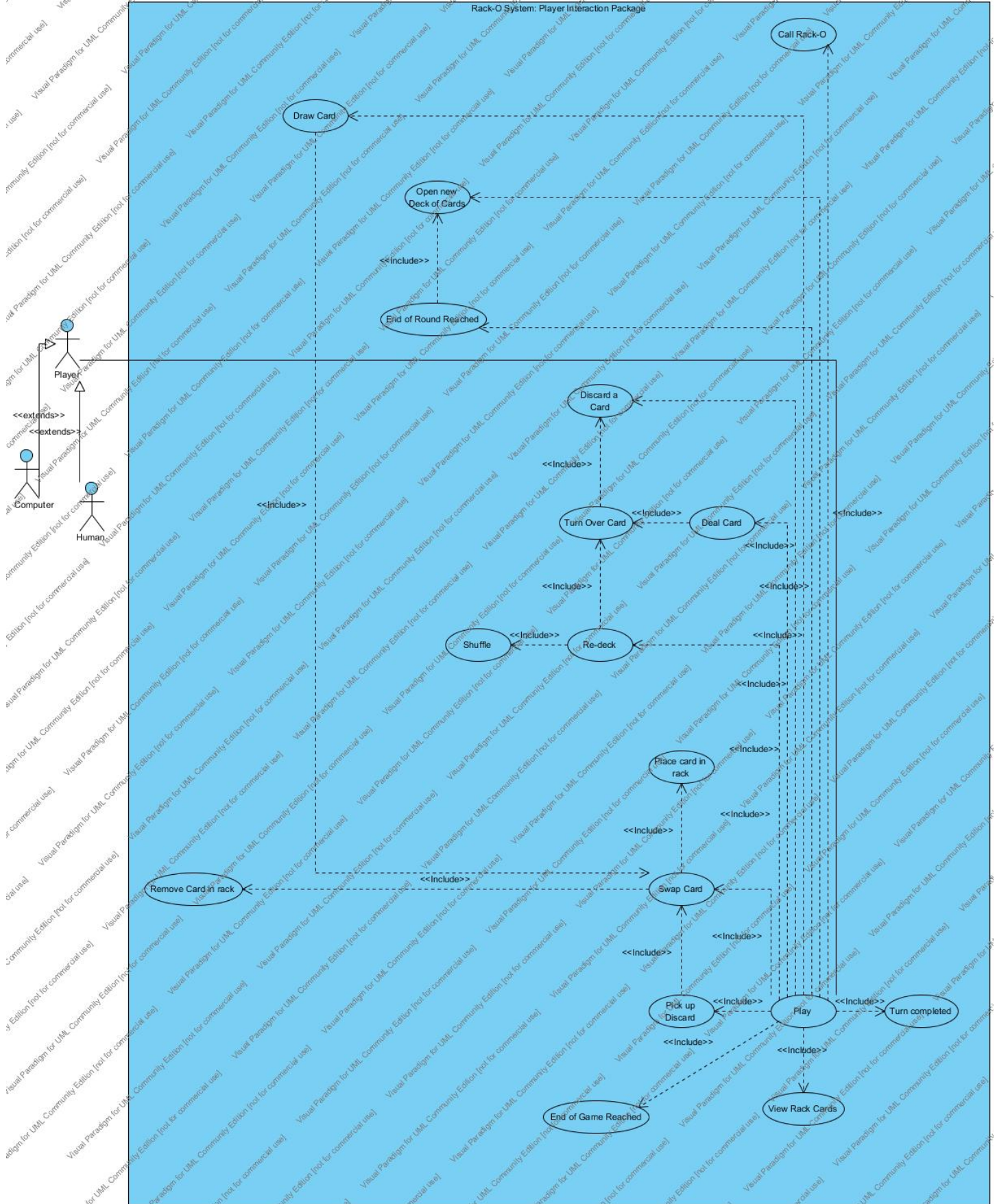
USE CASES

Use Case: Interrupt

Actors:	Caller
Goal in Context	To pause the game and allow the Human player take a phone call.
Entry Condition:	A phone call arrives
Scenario:	The current state of the game is saved and the game is paused and when a phone call arrives. The state of the game is restored when the phone call ends.
Exceptions:	None
Successful Exit Condition:	The game resumes at the point where it was interrupted.
Failure Exit Condition:	N/A
Priority:	Low

Use Case: Play

Actors:	Player
Goal in Context	Depending if you are the dealer at the beginning of the game or not you will deal or shuffle and wait until your turn and draw or pick up a discard using the user interface controls and discard until someone Rack-O
Entry Condition:	The Human starts the game.
Scenario:	The Player being a human starts off being a dealer and shuffles and deals the cards to the other players being either a human or computer. After the player does so they wait until their turn has arrived in which case they must either select the card from the discard or draw a card and select which card they want to swap with or discard the drawn card to terminate their turn. This goes one until a player puts their rack in ascending order from low to high starting with the bottom rack position to the top of the rack.
Exceptions:	1. The application is suspended upon receipt of incoming phone call. 2. The game is terminated by the user before it concludes.
Successful Exit Condition:	The game has been completed.
Failure Exit Condition:	Game state is not retained.
Priority:	High

Use Case: Calculate Score

Actors:	Player, Computer, Human
Goal in Context	To calculate the current score in the player's current rack, current score is calculated by viewing the numbers on the rack that are incrementing by 5's and starting from the bottom of the rack to the top of the rack count the number of cards that are in ascending order without a break and when that break occurs multiply that count by 5 this gives the current count.
Entry Condition:	The player finishes a move the score updates with the current point amount in the player's rack.
Scenario:	The player finishes their turn and once the turn is finished the rack will be recalculated to have a current score if another player happens to Rack-O before this player.
Exceptions:	If this current player Rack-O then their score will then have two additional calculation to process. The first extra calculation adding a bonus for Rack-O. The second extra calculation is how many consecutive cards they have in ascending order that are in a series that flow one after another. Example: 1,2,3,4…59..60.
Successful Exit Condition:	The score is updated to reflect the right amount.
Failure Exit Condition:	N/A
Priority:	High

Use Case: Call Rack-O

Actors:	Player, Computer, Human
Goal in Context	To announce to everyone in the game that some player has Rack-O before they have. And This represents an end of round unless the top score as been reached.
Entry Condition:	The Player has their cards in ascending order starting from the bottom to the top of the rack
Scenario:	The Player draws a card that can be swapped with one of their cards in their rack to obtain a Rack-O so they do so. Once this is done, the user must click on the rack-o button. Since this rack is in a finished state then it is therefore
Exceptions:	The Player does not have to announce Rack O. The reason to do this is to gain more bonus points.
Successful Exit Condition:	The other players are alerted to this and round is over. New round then starts if top score has not been reached.
Failure Exit Condition:	N/A
Priority:	High

Use Case: Deal a Card

Actors:	Rack-o System
Goal in Context	To deal cards to each player in the game.
Entry Condition:	When a player is a dealer they hit the deal cards button.
Scenario:	When a player is a dealer they get to select when to deal the cards, which populate each player's rack.
Exceptions:	N/A
Successful Exit Condition:	Terminates player's turn as dealer.
Failure Exit Condition:	N/A
Priority:	High

Use Case: Discard a Card

Actors:	Player, Computer
Goal in Context	To Discard the drawn card if the user does not want it.
Entry Condition:	It's the player has clicked on the draw button.
Scenario:	It's the player's turn and the user clicks on the draw button to obtain the top card from the deck, once this occurs the user must make a decision to either swap that top card of the deck with a card in their hand or discard the top card.
Exceptions:	None
Successful Exit Condition:	Top card is discarded to the discard pile for the next player.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Draw Card

Actors:	Player, Computer
Goal in Context	To Draw the top card of the deck.
Entry Condition:	The player 's turn.
Scenario:	It's the player's turn. The player clicks on the draw button which flips over the top card of the deck.
Exceptions:	None
Successful Exit Condition:	The top card is visible to only the player whose turn it is.
Failure Exit Condition:	None
Priority:	High

Use Case: Read Information

Actors:	Human
Goal in Context	To display the Information about the game.
Entry Condition:	On user click of information button
Scenario:	The application starts up the user clicks on the Information button.
Exceptions:	None
Successful Exit Condition:	The user returns to the menu.
Failure Exit Condition:	The user does not return to the menu.
Priority:	low

Use Case: Pickup Discard

Actors:	Player
Goal in Context	To pick up a card from the discard pile.
Entry Condition:	It's the player's turn.
Scenario:	It's the player's turn they can select the pickup discard button only if they have selected the card from their rack they want to swap with discarded card.
Exceptions:	None
Successful Exit Condition:	The card which the player selected to discard from their rack is swapped with the discard.
Failure Exit Condition:	None
Priority:	High

Use Case: Place Card In Rack

Actors:	Player
Goal in Context	To place a card in the rack upon being dealt a card from the dealer.
Entry Condition:	Beginning of a new round
Scenario:	It's the beginning of the round the dealer whether it being this player or not deals cards and upon receiving a card the user places card into their rack.
Exceptions:	None
Successful Exit Condition:	The card that is placed into the rack is placed in the top most slot of the rack that is not taken by another card until all slots have been filled.
Failure Exit Condition:	n/a
Priority:	High

Use Case: Remove Card In Rack

Actors:	Player
Goal in Context	To remove the selected card that is in the rack to a certain destination
Entry Condition:	Player indicates the card to remove and removes the card.
Scenario:	Player wants to pick up a card the card must be removed and then replaced with the other card that was chosen as its replacement either by drawing or picking up.
Exceptions:	None
Successful Exit Condition:	The card is removed from the rack.
Failure Exit Condition:	n/a
Priority:	High

Use Case: Shuffle

Actors:	Rack-O System
Goal in Context	To shuffle the cards that have yet to be dealt to the players
Entry Condition:	It's the player's turn to be the dealer.
Scenario:	It's the player's turn to be the dealer and the user can select to shuffle or deal, in this case the player shuffles which shuffles the deck and dealer can shuffle however many amount they want.
Exceptions:	The dealer does not have to shuffle it is an option.
Successful Exit Condition:	The deck is shuffled
Failure Exit Condition:	n/a
Priority:	Low

Use Case: Swap Card

Actors:	Player
Goal in Context	To swap the drawn card with a card in the player's rack that is selected at the time of click.
Entry Condition:	The player chooses to draw from the deck.
Scenario:	It's the player's turn and they choose to draw from the deck which they can discard or swap with a card from their rack by selecting the card they want to swap and then clicking the button to swap.
Exceptions:	None
Successful Exit Condition:	The selected card from the player's rack is swapped with the drawn card from the deck.
Failure Exit Condition:	n/a
Priority:	High

Use Case: Turn Completed

Actors:	Player
Goal in Context	To let the next player know that they are finished with their turn and it is their go.
Entry Condition:	The player has either drawn a card and discarded it or drew a card and swapped it with a selected card from the rack or selected a card from the rack and picked up the top discarded card from the discard pile.
Scenario:	It's the Players turn the user chooses to select a card from their rack and pick up the top discarded card from the discard pile once this is done the next button can now be selected where is was disabled before.
Exceptions:	None
Successful Exit Condition:	The action buttons such as draw, discard, pickup discard, swap are all disabled and the user then indicates their turn is completed which indicates that it's is their turn to go.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Turn Over Card

Actors:	Player
Goal in Context	Turn over the top card of the deck after dealing.
Entry Condition:	Cards are finished be dealt to all players.
Scenario:	The player is the current dealer and they select the deal button which deals the proper amount of cards and upon finishing this the dealer turns over the top card of the remaining deck.
Exceptions:	None
Successful Exit Condition:	The top card of the remaining un-dealt deck is turned over to be seen by all players.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Re-deck

Actors:	Rack-O System
Goal in Context	To replenish the deck after it has been depleted by players drawing cards from the it.
Entry Condition:	When the deck's last card has been drawn
Scenario:	A Player draws the last card on the deck then the phone will make a shuffling sound and display a notification stating that the deck has been reshuffled.
Exceptions:	None
Successful Exit Condition:	The cards in the discard pile expect for the top card has been moved over to the deck and reshuffled.
Failure Exit Condition:	N/a
Priority:	high

Use Case: Open new deck of Cards

Actors:	Rack-O System
Goal in Context	To start a game or a round with a fresh deck of cards.
Entry Condition:	A new Game or a new Round will have a fresh deck of cards.
Scenario:	A player starts the game a fresh deck of cards are opened and shuffled and place in each rack. Likewise for a new round.
Exceptions:	None
Successful Exit Condition:	A fresh deck of 60 cards are opened.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Add Opponents

Actors:	Human
Goal in Context	Determine how many computer opponents he/she would like to play with.
Entry Condition:	Before the start of a game, the human will decide how many opponents he/she would like to play with.
Scenario:	Screen will show a way to input how many opponents they would like to play with either $1 - 3$.
Exceptions:	None
Successful Exit Condition:	The correct amount of players are being played with in the game.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Change Settings

Actors:	Human
Goal in Context	Change the settings in the game
Entry Condition:	User navigates to the settings screen in the application
Scenario:	User clicks on the settings button on the menu it then brings up the settings that can be changed in the game.
Exceptions:	None.
Successful Exit Condition:	The settings are successfully changed.
Failure Exit Condition:	n/a
Priority:	Low

Use Case: turn sound off

Actors:	Human
Goal in Context	To turn the sound off so that all sound effects are off during game play.
Entry Condition:	User disables the sound in the change settings screen.
Scenario:	User clicks the button on the menu and the screen appears and the user disables the sound by clicking a button.
Exceptions:	None
Successful Exit Condition:	The sound in the game are off
Failure Exit Condition:	n/a
Priority:	low

Use Case: turn sound on

Actors:	Human
Goal in Context	To turn the sound on so that all sound effects are off during game play.
Entry Condition:	User enables the sound in the change settings screen.(default setting)
Scenario:	User clicks the button on the menu and the screen appears and the user enables the sound by clicking a button, if the previous state of the sound was off. Otherwise the sound will be on by default.
Exceptions:	None
Successful Exit Condition:	The sound in the game are on
Failure Exit Condition:	n/a
Priority:	low

Use Case: End of Round Reached

Actors:	Player
Goal in Context	Whenever the end of the round is present, the player is notified
Entry Condition:	Once a player Rack-O and the max score of a player in the game has yet to reach greater than or equal to 500 then this is just the end of the round.
Scenario:	Player Rack-O and the max score not reached
Exceptions:	None
Successful Exit Condition:	Player will return to the game with a new rack of cards to play the new round with.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Get Notified of End of Round

Actors:	Human
Goal in Context	Whenever the end of the round is present, the human user is notified.
Entry Condition:	Once a player Rack-O and the max score of a player in the game has yet to reach greater than or equal to 500 then this is just the end of the round.
Scenario:	Player Rack-O then a screen will appear notifying the user that someone had Rack-O also a sound will play and you have a new rack of different cards.
Exceptions:	None
Successful Exit Condition:	Player will return to the game with a new rack of cards to play the new round with.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Get Notified of End of Game

Actors:	Human
Goal in Context	Whenever the end of the round is present, the human user is notified.
Entry Condition:	Once a player Rack-O and the max score of a player in the game is greater than or equal to 500 then this is indicates the end of the game.
Scenario:	Player Rack-O then a screen will appear notifying the user that someone had Rack-O and a sound will play and you have a choice to either exit the application or start a new game.
Exceptions:	None
Successful Exit Condition:	Player will return either exit the game entirely or be brought to a screen to select an opponent amount.
Failure Exit Condition:	n/a
Priority:	high

Use Case: End of Game Reached

Actors:	Player
Goal in Context	Whenever the end of the round is present, the Player is notified
Entry Condition:	Once a player Rack-O and the max score of a player in the game is greater than or equal to 500 then this is indicates the end of the game.
Scenario:	Player Rack-O and max score reached player is notified of such
Exceptions:	None
Successful Exit Condition:	Player will stop playing the game.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Get Notified of End of Deck

Actors:	Human
Goal in Context	Whenever the end of the Deck has been reached a sound of shuffling cards and a screen notifying the player so they know that cards will start repeating themselves.
Entry Condition:	Deck cards have been depleted once the last card has been drawn
Scenario:	Player draws the last card in the deck the deck then gets reshuffled and the player gets notified by visual and audible alert.
Exceptions:	None
Successful Exit Condition:	Player will return to the game and there will be a repeat of cards that been once used before.
Failure Exit Condition:	n/a
Priority:	high

Use Case: View

Actors:	Human
Goal in Context	View all important items on the screen and have up to date information
Entry Condition:	Upon starting the game
Scenario:	User looks at the screen.
Exceptions:	None
Successful Exit Condition:	User knows the current information of the game.
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Rack Cards

Actors:	Human
Goal in Context	To display to the user the cards that they have in their rack.
Entry Condition:	View the current cards in the player's rack
Scenario:	The player looks at the screen they should see their cards.
Exceptions:	Player is blind, or illiterate
Successful Exit Condition:	The Cards are the correct cards in their rack.
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Deck

Actors:	Human
Goal in Context	Player sees that a deck is their
Entry Condition:	When game starts player sees that there is a visible deck
Scenario:	Game starts user looks at the screen see that there is a deck of cards
Exceptions:	Player is blind, or illiterate
Successful Exit Condition:	User sees the deck
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Discard pile

Actors:	Human
Goal in Context	Player sees the discard pile and knows what the current card that is currently being offered.
Entry Condition:	At the beginning of every turn there is a new discard
Scenario:	Player begins a game the shown card that is open to the user to do an action with is the top discard pile.
Exceptions:	Player is blind, or illiterate
Successful Exit Condition:	Player knows what card is available at the present time to the current player.
Failure Exit Condition:	n/a
Priority:	High

Use Case: View Players

Actors:	Human
Goal in Context	Player has knowledge of the other opponents.
Entry Condition:	When game starts player sees that there are other opponents
Scenario:	Game starts user looks at the screen see that there are other opponents playing.
Exceptions:	Player is blind, or illiterate
Successful Exit Condition:	User sees the other players
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Current Player

Actors:	Human
Goal in Context	Player has knowledge of the current player
Entry Condition:	When game starts player can indicate who is the current player
Scenario:	Game starts user looks at the screen and find out who is the current player
Exceptions:	Player is blind
Successful Exit Condition:	User sees the other players
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Accumulative Score

Actors:	Human
Goal in Context	Player has knowledge of the all accumulative scores in the game
Entry Condition:	The player will be able to view the accumulative score of each player at any point in the game.
Scenario:	When a number of rounds have been concluded the user looks at the screen sees all the players accumulative scores up to the previous played round.
Exceptions:	Player is blind, or illiterate, or unable to recognize numbers
Successful Exit Condition:	User sees their score and other opponents scores.
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Rack Score

Actors:	Human
Goal in Context	Player has knowledge of their current rack score in the game.
Entry Condition:	The start of the game they are able to view their rack score.
Scenario:	When the use looks at the screen they are able to tell what score they have in their rack.
Exceptions:	Player is blind, or illiterate, or unable to recognize numbers
Successful Exit Condition:	User sees their rack score.
Failure Exit Condition:	n/a
Priority:	high

Use Case: View Accumulative Score

Actors:	Human
Goal in Context	Player has knowledge of the all accumulative scores in the game
Entry Condition:	The player will be able to view the accumulative score of each player
Scenario:	When a number of rounds have been concluded the user looks at the screen sees all the players accumulative scores up to the previous played round.
Exceptions:	Player is blind, or illiterate, or unable to recognize numbers
Successful Exit Condition:	User sees their score and other opponents scores.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch

Actors:	Human
Goal in Context	Player touches an artifact on the screen. Such as a button, card in the rack.
Entry Condition:	At any point in the game the player touches an artifact on the screen.
Scenario:	Player touches a button it does something.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The artifact does something to recognize that the player has in fact touched an artifact.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Discard Button

Actors:	Human
Goal in Context	Player touches the Discard Button and a click sound will be played as well as a discarding sound played.
Entry Condition:	After the player has drawn a card they are able to press the discard button.
Scenario:	Player draws a card they can touch the discard button to discard the card they have drawn.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and the drawn card is placed on the discard pile.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Pick up Button

Actors:	Human
Goal in Context	Player touches the pick-up Button and a click sound will be played as well as a pick up sound played if they have selected a card to swap with the top discarded card.
Entry Condition:	When it is the players turn they are presented with a pick up button
Scenario:	It's the player's turn they touch the pick up button after they have selected an card in their rack they hear the click sound as well as a pick up sound.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and the drawn card is placed on the discard pile.
Failure Exit Condition:	Hear a click sound with no pickup sound and a message that reminds the player to select a card first.
Priority:	high

Use Case: Touch Draw Button

Actors:	Human
Goal in Context	Player touches the Draw Button and a click sound will be played as well as a draw sound played.
Entry Condition:	When it is the players turn they are presented with a draw button
Scenario:	It's the player's turn they touch the draw button after they have selected an card in their rack they hear the click sound as well as a draw sound.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and a card is drawn from the deck.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Swap Button

Actors:	Human
Goal in Context	Player touches the Swap Button and a click sound will be played as well as a swap sound played.
Entry Condition:	When it is the players turn they already drawn a card they must decide which card to swap it with.
Scenario:	It's the player's turn they have already drawn a card and they selected a card to swap it with.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and the turn is over and the card is swapped with the drawn card and the swapped card is discarded
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Next Button

Actors:	Human
Goal in Context	Player touches the Next Button and a click sound will be played.
Entry Condition:	The player has already made they rack in order from numerical order of lowest to highest and they have racko.
Scenario:	It's the player's turn they have already have rack-o they must decide to either click next or end the round/game by clicking racko
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and it is now the next player's turn.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Rack-o Button

Actors:	Human
Goal in Context	Player touches the Racko Button and a click sound will be played and a sound that announces racko as with a end of round or game sound.
Entry Condition:	The player has already made they rack in order from numerical order of lowest to highest and they have racko.
Scenario:	It's the player's turn they have already have rack-o they must decide to either click next or end the round/game by clicking racko
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The button disappears and it is the end of game or round.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Settings Button

Actors:	Human
Goal in Context	Player touches the Settings Button and a click sound will be played.
Entry Condition:	The player opens the app it is located on the main menu.
Scenario:	The player clicks the touch settings button to display the settings screen.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player sees the settings screen.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Information Button

Actors:	Human
Goal in Context	Player touches the information Button and a click sound will be played.
Entry Condition:	The player opens the app it is located on the main menu.
Scenario:	The player clicks the information settings button to display the information screen.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player sees the information screen.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Card in Rack

Actors:	Human
Goal in Context	Player touches the Card in the rack
Entry Condition:	The player in the game touches a card in the rack it highlights and vibrates.
Scenario:	The player touches the card in the rack it highlights and vibrates the phone
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player feels and see the card and is aware they in fact touched the card the y wanted.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Let's get started Button

Actors:	Human
Goal in Context	Player touches let's get started button this starts the process of playing the game. Sound of a click also plays.
Entry Condition:	The player at the start of the app touches the let's get started button
Scenario:	The player touches the let's get started button and a screen comes up that configures the game
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player sees the configuration screen.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Play Button

Actors:	Human
Goal in Context	Player touches Play button a sound of a click plays. The game now begins.
Entry Condition:	The player finishes entering their name and deciding how many opponents they want.
Scenario:	The player touches the play button and the game is on.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player sees game play view.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Touch Exit Button

Actors:	Human
Goal in Context	Player touches Exit button and the application exits.
Entry Condition:	The player is tired of playing rack-o or just wants to do something else.
Scenario:	The Player just got done reading the information about racko and wants to exit the game they hit the back key and goes to the main menu and then touches the exit key the app goes away.
Exceptions:	Player is blind, or does not have limbs or digits.
Successful Exit Condition:	The player sees game play view.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Vibrate phone

Actors:	phone
Goal in Context	Vibrate the phone
Entry Condition:	Something happens during the game such as touch a card in the rack and the phone vibrates.
Scenario:	The Player touches a card in the rack and the phone vibrates
Exceptions:	The phone does not have a vibrator.
Successful Exit Condition:	The phone vibrates.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Play Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to what action he performed.
Entry Condition:	The player performed some type of action in the game
Scenario:	The Player clicked a button a sound of a click my play.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Card Drawing Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to drawing a card from a deck.
Entry Condition:	The player performed a draw action.
Scenario:	The Player clicked the draw button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Card Swap Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to Swap a card from a deck.
Entry Condition:	The player performed a swap action.
Scenario:	The Player clicked the swap button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Card Pickup Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to picking up a card from a deck.
Entry Condition:	The player performed a pickup action.
Scenario:	The Player clicked the pick up button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Card Drawing Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to drawing a card from a deck.
Entry Condition:	The player performed a draw action.
Scenario:	The Player clicked the draw button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Card Discard Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to discarding a card from the rack to the deck.
Entry Condition:	The player performed a discard action.
Scenario:	The Player clicked the discard button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Button Click Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to clicking a button.
Entry Condition:	The player performed a clicking action.
Scenario:	The Player clicked the clicking button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Racko Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates to a person announcing he has racko.
Entry Condition:	The player performed a racko action.
Scenario:	The Player clicked the racko button.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Shuffling Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that relates cards shuffling.
Entry Condition:	The deck has been depleted and needs to be reshuffled.
Scenario:	Player clicks on draw and the last card is drawn from the deck so the deck is reshuffled and sound plays.
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Game Over Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that indicates the end of the game has been reached.
Entry Condition:	A player clicks racko and a player has obtained the max score or greater.
Scenario:	A player clicks racko and a player has obtained the max score or greater and the sound is played
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Play Round Over Sound Effect

Actors:	Human
Goal in Context	Player Hears a noise that indicates the end of the round has been reached.
Entry Condition:	A player clicks racko and the end of the max score has yet to be reached.
Scenario:	A player clicks racko and a player has not obtained the max score or greater and the sound is played
Exceptions:	Player is deaf. Or sound is off.
Successful Exit Condition:	The player hears the sound.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Update

Actors:	View
Goal in Context	To update the view to the correct information so the player will know the most current information.
Entry Condition:	Every move that is made the result of such that effects the game information needs to be seen
Scenario:	A player clicks a card and swaps that card with a drawn card and this so happens to effect a game information this needs to be seen by the player.
Exceptions:	Player is blind
Successful Exit Condition:	The view is updated accordingly
Failure Exit Condition:	n/a
Priority:	high

Use Case: Update rack score

Actors:	View
Goal in Context	To update the rack score so the user will know what their current rack score is if they would happen to go out.
Entry Condition:	Every move that is made the could result in a different score it is recalculated.
Scenario:	A player clicks a card and swaps that card with a drawn card and this so happens to effect the rack score and it is recalculated.
Exceptions:	Player is blind
Successful Exit Condition:	The rack score is updated
Failure Exit Condition:	n/a
Priority:	low

Use Case: Update Current Player

Actors:	View
Goal in Context	To update the view to the current player
Entry Condition:	With every end of turn there is a new current player.
Scenario:	A player ends their round and it becomes a different player's turn and this updated view indicates this.
Exceptions:	Player is blind.
Successful Exit Condition:	The player can see a highlight over the current player view.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Update Scoreboard

Actors:	View
Goal in Context	To update the score for each of the players in the game.
Entry Condition:	With every end of round the score will be updated
Scenario:	A player ends their round and this view will update to the new score to show the current score for each player.
Exceptions:	Player is blind.
Successful Exit Condition:	The player can see a change in score.
Failure Exit Condition:	n/a
Priority:	low

Use Case: Update discard

Actors:	View
Goal in Context	To update the discard so that the player can see the current discarded card.
Entry Condition:	With every end of turn there is a new discard
Scenario:	A player ends a turn by discarding a card this card is then shown on the discard pile which is seen by the player.
Exceptions:	Player is blind.
Successful Exit Condition:	The player can see a different card each end or turn.
Failure Exit Condition:	n/a
Priority:	high

Use Case: Update Rack

Actors:	View
Goal in Context	To update the cards in the rack of the player
Entry Condition:	With every action that results in a different card in a slot this must be updated so the user can see their current rack cards.
Scenario:	A player draws and swaps a card this card must be seen by the player.
Exceptions:	Player is blind.
Successful Exit Condition:	The player can see the updated card in the rack.
Failure Exit Condition:	n/a
Priority:	low