Use Case #1 (View instruction)
Fully Dressed

Primary Actor: Player

Stakeholders and Interests:
- Player: wants to read the instruction to understand the game rules
- IT Staff: solves the system problem

Preconditions:
- Player has opened game interface
- Only human players can read the instruction
- Player can read the instruction at anytime

Postconditions:
- The interface will show a pop-up window which provides the instruction to the player
- Player can close the pop-up window

Main Success Scenario:
1. The player clicks the "Instructions" button at top left corner.
   [Alt1: Button No Response]

2. The system displays a new window on the screen.
   [Alt2: Nothing in the new window]

3. The player gets the instruction.

4. The player clicks the close button to close the instruction window.
   [Alt3: Unable to Close]

Alternative Flows:
Alt1: Button No Response
1. The player does not get any response after clicking the "Instructions" button. Use case ends.

Alt2: Nothing in the New Window

    1. Nothing displays in the new window. Player closes the window and flow resumes at Main Success Scenario Step 1.

<u>Alt3: Unable to Close</u>
    1.   The instruction window is unable to close. Player quits the whole game interface. Use case ends.

Exception:
- If all players are out of the game, the use case ends

Special Requirements:
- The content should be detailed and clear
- The instruction window should be smaller than the game window

Open issue:
- What if the player still does not understand the rules after reading the instruction?