

Use Case Specification for *The Running Thief*

Use Case Specification: Pick Difficulty Level

1. Brief Description

The *Pick Difficulty Level* use case allows the Player to pick a difficulty level (easy or hard) throughout the whole game.

2. Actors

Player

The Running Thief app (hereafter referred to as TRT)

3. Preconditions

Player launches TRT.

4. Flow of Events

4.1 Primary Flow

- I. Player clicks on Easy button or skip this step (as Easy mode is the default)
- II. Player clicks on Play Game button
- III. The use case ends successfully

4.2 Alternate Flow

- I. Player clicks on Hard button
- II. Player clicks on Play Game button
- III. The use case ends successfully

5. Postconditions

5.1 Primary Postconditions

Play Game use case is performed at slow speed

5.2 Alternate Postconditions

Play Game use case is performed at fast speed

Use Case Specification: Play Game

1. Brief Description

The *Play Game* use case lets the Player play TRT.

2. Actors

Player

TRT

3. Preconditions

Pick Difficulty Level use case is already performed.

4. Flow of Events

4.1 Primary Flow

- I. Player plays TRT and passes all 12 scenes of 4 stages

4.2 Alternate Flow

- I. Player fails at a certain point during the game

5. Postconditions

5.1 Primary Postconditions

Player decides whether to play again upon TRT entering Success page

5.2 Alternate Postconditions

Player decides whether to play again upon TRT entering Game Over page

Use Case Specification: Choose Next Move between Stages

1. Brief Description

The *Choose Next Move between Stages* use case lets the Player decide whether to continue to next stage or quit playing.

2. Actors

Player

TRT

3. Preconditions

The *Play Game* use case is in running.

4. Flow of Events

4.1 Primary Flow

- I. Upon seeing the Proceed to Level 2/3/4 window, Player clicks on Continue button

4.2 Alternate Flow

- I. Upon seeing the Proceed to Level 2/3/4 window, Player clicks on Exit button

5. Postconditions

5.1 Primary Postconditions

Play Game use case is performed

5.2 Alternate Postconditions

Pick Difficulty Level use case is performed

Use Case Specification: Choose whether to Play again

1. Brief Description
The *Choose whether to Play again* use case lets the Player start all over
2. Actors
Player
TRT
3. Preconditions
Player passes all 12 scene (belonging to 4 stages with 3 scenes apiece) to reach Success Page or Player fails during the game to reach Game Over page
4. Flow of Events
 - 4.1 Primary Flow
 - I. Upon seeing the Success ("You Win") Page, Player clicks on Play Again button
 - 4.2 Alternate Flow
 - I. Upon seeing the the Game Over page, Player clicks on Play Again button
5. Postconditions
Pick Difficulty Level use case is performed