Use Case 5: Display Statistics

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Characteristic Information

Goal in Context: User is able to see the statistics of every player that participated at the end of a game.

Scope: Game

Level: Subfunction

Primary Actor: User

Stakeholders & Interests:

- ❖ User: Wants to see how they and the opponents perform

Preconditions: User played a game of Scrabble and the game ended

Success Guarantee (Postconditions): Game results of every player are visible to the user

Trigger: Game finishes

Main Success Scenario

1. Winner of game round is declared
2. Game results and statistics of every player that participated are shown on screen

Extensions

1. User left game before it was finished
    1. User automatically loses the game
    2. Statistics up to that point are shown to the user
2. User's network connection fails
    1. User is notified

Open Issues

Saving history of games played might be a nice feature to have, so user can see the games he has played (with which players)
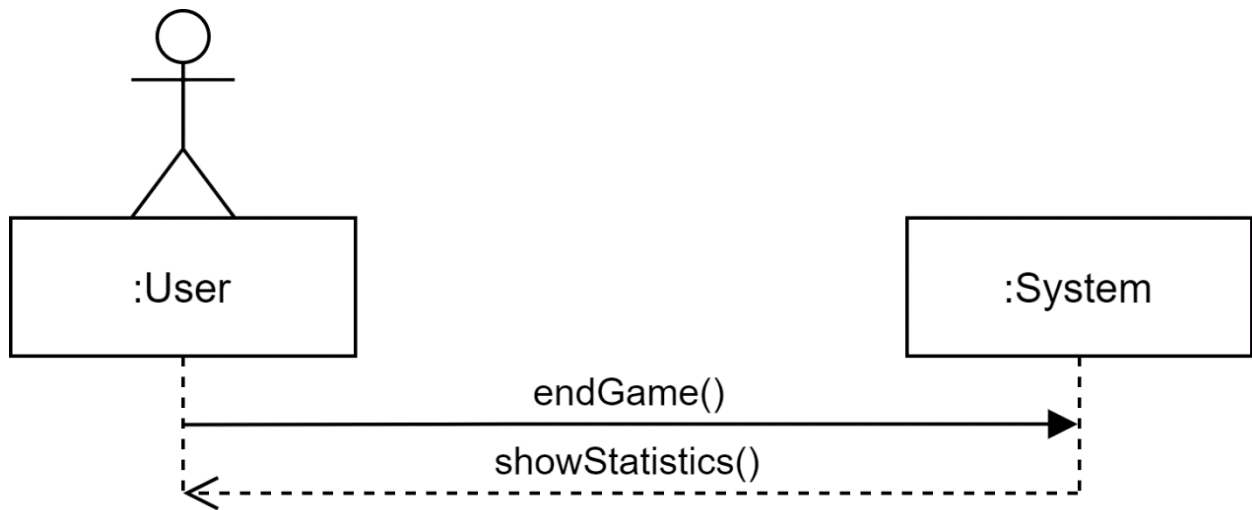
It might be useful to show the scoreboard with relevant statistics during the while game (or via button click)

Due Date

20.05.2021

System Sequence Diagram

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Operation Contracts

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Contract 5.1: endGame

Operation: endGame() : void

Cross References: UC 5: Display Statistics

Preconditions:

- The User Player p was associated with Game g
- g was running

Postconditions:

- Scoreboard instance sb was created
- sb was associated with g
- g.running became false