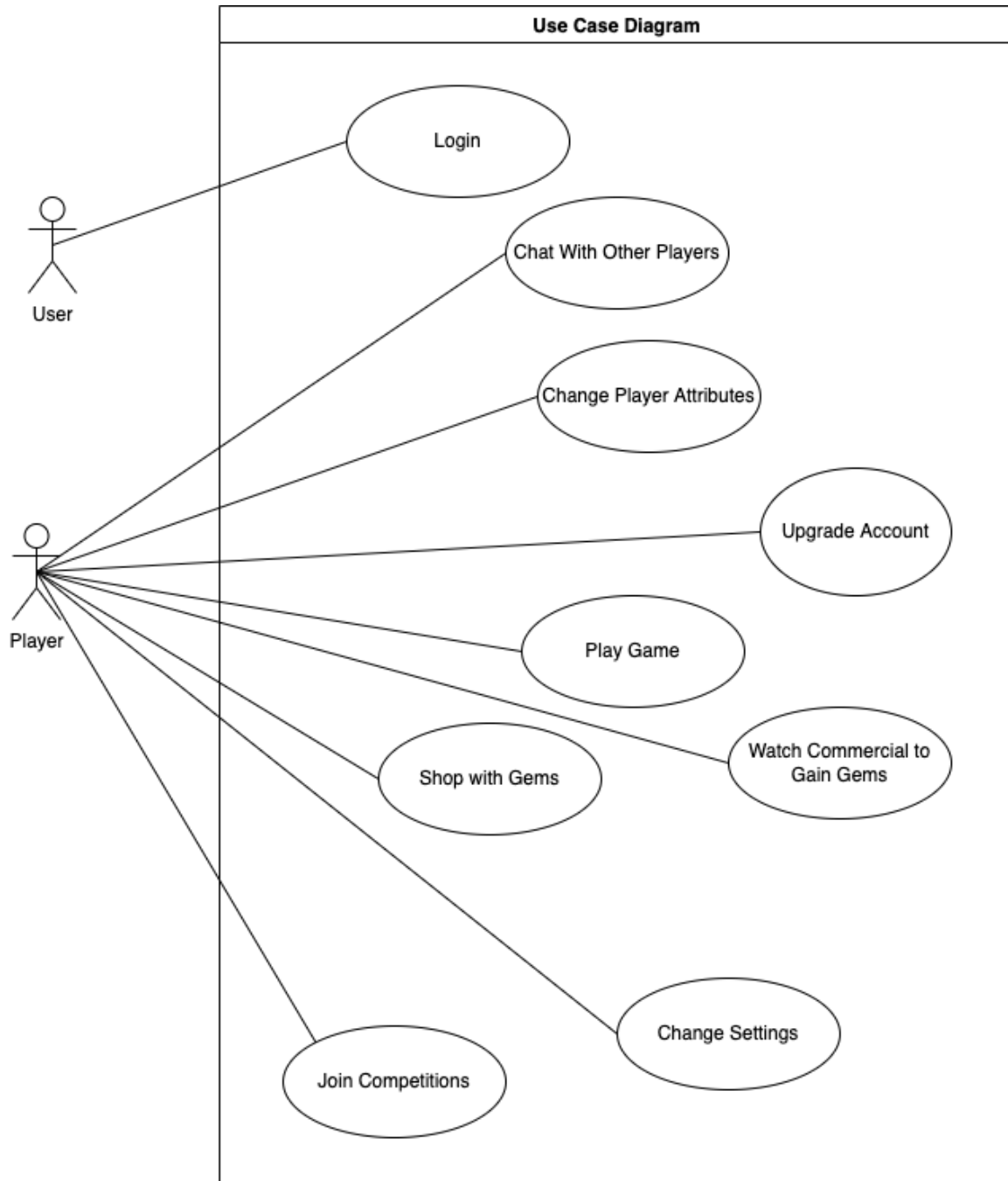


Scape from Mon	
Use-case Specification: 2.0	Date: <10/04/22>

# Scape from Mon

## 1. Use Case Diagram



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## 2. Brief Description of Some Use Cases

### Use Case: Login

If User plays the “Scape from Mon” for the first time, User needs to sign up with a username and a password. After authentication is achieved for these username and password, User will log in to the game with these credentials every time in the following accesses.

*Note: This use case can be included under the “Play Game” use case, since in future versions, “Login” will be a step to realize the “Play Game” use case but for at least first release, login option will not be available. User will be able to play the game without any registration, that’s why login is presented as a different use case.*

### Use Case: Chat with Other Players

In the releases where the authentication is realized, game will include a tab with a chat box in which Players will be able to chat with each other through the “Scape From Mon”. After login, Player can see other Players who are online right at the same time and Player can also be viewed by the same Players. Player can start conversations with any Player from the list and vice versa.

### Use Case: Change Player Attributes

Player enters the “Scape From Mon”, clicks the option that provides the Player changing the attributes of the main character, which is an astronaut from “Piffia”. For now, only attributes that can be updated are the name and the skin of the astronaut.

### Use Case: Watch Commercial to Gain Gems

While Player playing the game, after some milestones like level pass or finding an item, a commercial will be shown to the Player. When the commercial ends, coins or gems will be added to the user's ownings. Also in “Scape From Mon”, an option will be available in which Player may watch commercial willingly, after the commercial ends user will obtain some gems as reward.

### Use Case: Shop with Gems

Throughout the game, Player will have possessions which consist of the gems -coins or diamonds - that it obtained while playing. In the game, there will be a store where some items related with the space shuttle that the astronaut needs to build or items that Player may need to solve the puzzles etc. (will be clarified later on) with prices. From that store, Player can buy some items using the gems they own.

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## Use Case: Join Competitions

During the game, some events that consist of online competitions may occur. Competitions may include additional puzzles that don't exist in the usual flow of the game. Throughout those competitions, Players will be able to gain additional gems and items that may work for building the space shuttle which is the ultimate purpose of the game. Competition may include a list in which the all attendant players may be ordered in the direction of their successes.

Note: Content of competition including rewards will be detailed in further iterations.

## Use Case: Upgrade Account

In the game, Player can upgrade its account in a way that Player can play the game without any interruptions because of commercials. For that, Player needs to do in-app purchase, that is to say, it will make some payment through the credit card and its account will be upgraded.

### 3. Detailed Description of Rest of the Use Cases

## Use Case: Play Game

**Scope:** Scape From Mon

**Level:** User goal

**Primary Actor:** Player

**Stakeholder and Interests:**

- Player: Main character of the game. An astronaut from the planet called "Piffia". On the planet "Mon" right now. Wants to go back to its own planet Piffia. Is responsible for solving the puzzles and gathering pieces to create the space shuttle which can take it back to its own planet.
- Project Financer: Wants the game to be played so smoothly, so that the money spent on the game won't be for nothing.
- Distributor: Wants the game to be played without any problems so that its publications will get demanded.

**Preconditions:** The User must be logged in. (For the first release game will be played without being logged in. In further iterations, login will be mandatory.)

**Post-conditions:**

- *Level Successfully Completed:* The player has received a success message and passes the next level.
- *Game End:* The player plays the last level and the game shows a video about the journey of the space shuttle.
- *Level Failed:* The player has received a failure message and replays the current level.

**Main Success Scenario (or Basic Flow)**

1. The player selects the level it is lastly left.

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2. The player solves the puzzle belonging to this level and overcomes the obstacles.
3. The player passes to the next level.
4. Step 3 and 4 repeated.

#### **Extensions (or Alternative Flows)**

##### **Play Without Login:**

For the first few iterations it will be available for the user playing the game without the login.

1. The game opened with main screen with shows the levels

*Flow goes on from step 1 in the Main Scenario.*

##### **Play the Last Level:**

*First two steps in the Main Scenario are realized.*

1. There is no more level left to play.
2. The player selects the “Start Journey Button”.
3. A video is played which shows the player’s formed space shuttle arriving at its home planet.

##### **Level Fails**

1. The player selects the level it is lastly left.
2. The player fails because of an obstacle.
3. The level is replayed.
4. The Player solves the puzzle belonging to this level and overcomes the obstacles.
5. The Player passes to the next level.
6. Step 3 and 4 repeated.

**Frequency of Occurrence:** Nearly continuous

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## Use Case: Change Settings

**Scope:** Scape From Mon

**Level:** User goal

**Primary Actor:** Player

**Stakeholder and Interests:**

- Player: Wants to change the specific settings of the game like turning off the sound or switching language to Turkish etc.

**Preconditions:** The User must be logged in to see the “Settings” screen.

**Post-conditions:**

- “On” Option Selected for Sound: Game of the sound is turned on.
- “Off” Option Selected for Sound: Game of the sound is turned off.
- English Language Selected: Scripts in the game are English.
- Turkish Language Selected: Scripts in the game are English.

**Main Success Scenario (or Basic Flow)**

1. The player clicks the Settings button.
2. The player selects the setting and displays the options for that setting.
3. The player selects an option.
4. Option is applied by the game.

**Extensions (or Alternative Flows)**

**Change Sound Setting**

*First two steps in the Main Scenario are realized.*

1. The player selects the Sound button and views the options.
2. The player selects “On” or “Off”.
3. The game turns on or turns off the sound according to the player’s selection.

**Change Language Setting**

*First two steps in the Main Scenario are realized.*

1. The player selects the Language button and views the options.
2. The player selects “English” or “Turkish”.
3. The game changes the language in all scripts of the game according to the player’s selection.

**Frequency of Occurrence:** Nearly continuous