Scape from Mon

1. Use Case Diagram
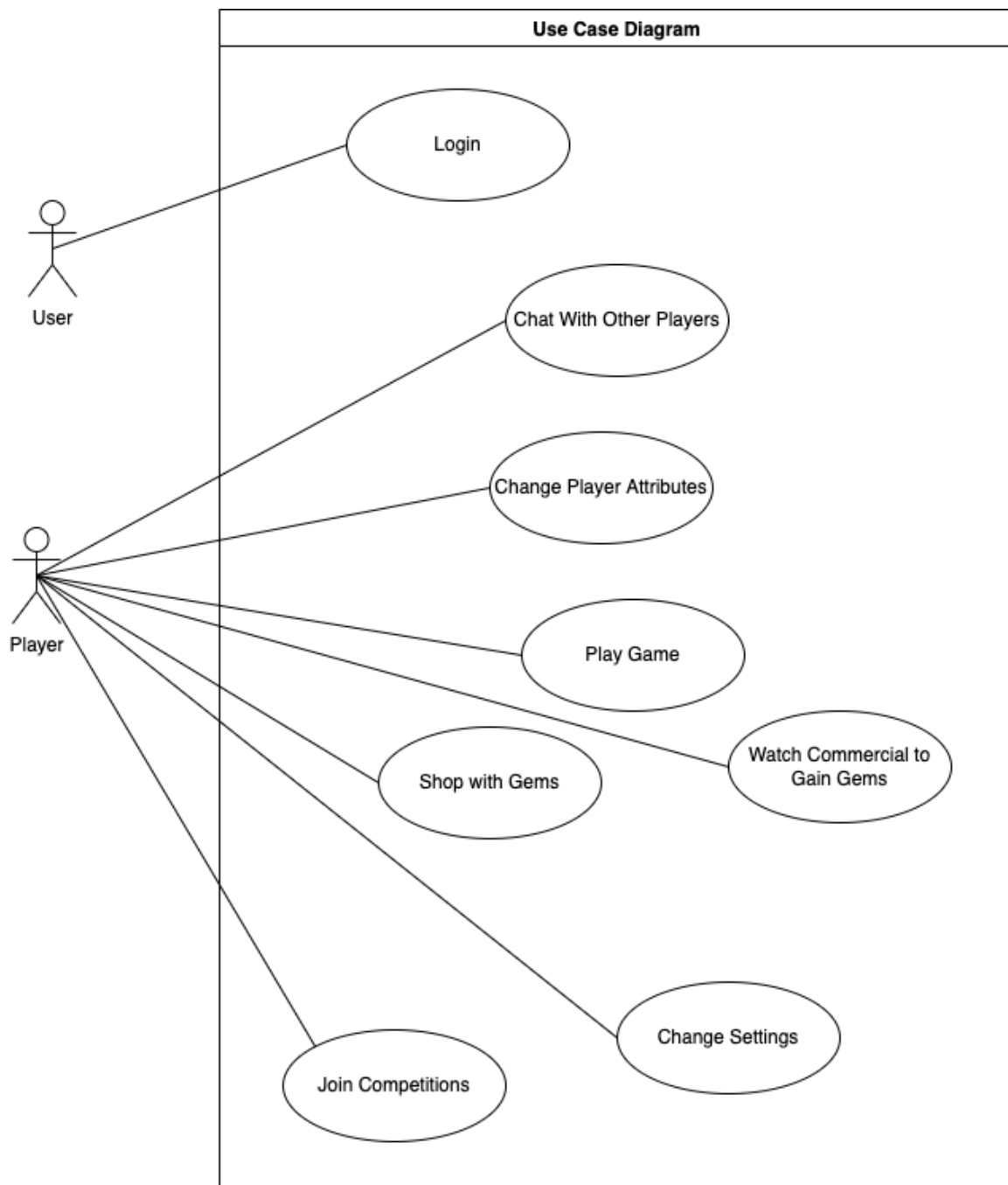
2. Detailed Description of Some Use Cases

Use-Case: Play Game

1 Brief Description

This use case describes how playing game flow will be for the logged user (so player).

2 Actor Brief Descriptions

2.1 Player

Player is the user who will be the main character of the game. It is an astronaut from the planet called "Piffia" and the species (so the character's) of this planet called "Piffy". Player is on the planet "Mon" right now. Player wants to go back to its own planet Piffia. The Player is responsible for solving the puzzles and gathering pieces to create the space shuttle which can take it back to its own planet.

3 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.)

4 Basic Flow of Events

1. The player logs in.
2. The player selects the level it is lastly left.
3. The player solves the puzzle belonging to this level and overcomes the obstacles.
4. The player passes to the next level.
5. Step 3 and 4 repeated.

5 Alternative Flows

5.1 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
2. The Player clicks the level it is left.
3. The Player solves the puzzle belonging to this level and overcomes the obstacles.
4. The Player passes to the next level.
5. Step 3 and 4 repeated.

5.2 Play the Last Level

1. The player logs in.
2. The player selects the level it is lastly left.
3. The player solves the puzzle belonging to this level and overcomes the obstacles.
4. There is no more level left to play

5. The player selects the "Start Journey Button"

6. A video is played which shows the player's formed space shuttle arriving at its home planet.

5.3   Level Fails

1. The player logs in.

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

3. The player fails because of an obstacle.

4. The level is replayed.

5. The Player solves the puzzle belonging to this level and overcomes the obstacles.

6. The Player passes to the next level.

7. Step 3 and 4 repeated.

6   Post-conditions

6.1   Successful Completion Level
● The player has received a success message and passes the next level.

6.2   Game End
● The player plays the last level and the game shows a video about the journey of the space shuttle.

6.2   Failure Condition
● The player has received a failure message and replays the current level.

7   Special Requirements

Not specified.

Use-Case: Change Settings

1   Brief Description

This use case describes how the player can change settings and which settings are available for change.

2   Actor Brief Descriptions

2.1   Player

Player is the user who will be the main character of the game. It is an astronaut from the planet called "Piffia" and the species (so the character's) of this planet called "Piffy". Player is on the planet "Mon" right now. Player wants to go back to its own planet Piffia. The Player is responsible for solving the puzzles and gathering pieces to create the space shuttle which can take it back to its own planet.

3   Preconditions

- The User must be logged in to see the "Settings" screen.
- User selects the settings screen and views settings options.

4   Basic Flow of Events

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

5   Alternative Flows

5.1   Change Sound Setting

1. The user logs in.
2. The player clicks the Settings button.
3. The player selects the Sound button and views the options.
4. The player selects "On" or "Off".
5. The game turns on or turns off the sound according to the player's selection.

5.2   Change Language Setting

1. The user logs in.
2. The player clicks the Settings button.
3. The player selects the Language button and views the options.
4. The player selects "English" or "Turkish".
5. The game changes the language in all scripts of the game according to the player's selection.

6   Post-conditions

6.1   "On" Option Selected for Sound

Game of the sound is turned on.

6.2   "Off" Option Selected for Sound

Game of the sound is turned off.

6.3   English Language Selected

Scripts in the game are English.

6.4   Turkish Language Selected

Scripts in the game are English.

7   Special Requirements

Not specified.