Use Case: Play

Primary actor: User

Interests: 1. User/s want to play the game.

2. System initializes the game.

Pre-conditions: 1. User must start the game.

2. User has to be in the main menu.

Post-conditions: NULL

Entry conditions: 1. User selects “Play” button in the main menu.

2. User selects the desired game mode (single/multiplayer).

Exit conditions: 1. User selects quit game button from the pause menu.

2. User finishes the round by either winning or losing.

Success scenario event flow:

1. User selects “Play” in the main menu.
2. User selects “Single Player Mode”.
3. User selects “Start” button.
4. User moves the character using the direction keys on the keyboard.
5. User uses the fire key to shoot bullets at enemy.
6. Enemy dies.
7. Repeat steps 4-6.
8. All enemies are dead
9. User finishes the round.

Alternative Event flow:

1. User presses pause key while in game.
2. User selects quit game option.
3. System closes the game.

Use Case: Settings

Primary Actor: User

Interests: 1. User wishes to view settings.

2. User wants to change sound settings.

3. User wants to change keyboard configurations.

Pre-conditions: 1. User must be in the main menu.

OR

1. User must be in the pause menu.

Post-conditions: 1. Settings are updated.

Entry conditions: 1. User selects settings button in the main menu.

2. User selects settings button from the pause menu.

Exit conditions: 1. User selects back button from the settings menu.

2. User presses the “esc” key from the keyboard.

Success scenario event flow:

1. User selects the settings button from the main menu.
2. User selects the “disable game music” check-box.
3. The system disables the music from the game.
4. User presses “esc” key to exit the settings menu.

Alternate flow of events:

1. User selects the settings button from the pause menu.
2. User selects the change keyboard configuration button from the settings menu.
3. User selects the fire key.
4. User presses the “space” key on the keyboard to assign it.
5. User presses the “esc” key to go back to settings menu.
6. User presses the “esc” key to go back to continue the game.

Use Case: Tutorial

Primary Actor: User

Interests: 1. User wishes to learn how to play the game.

2. User wants to know the keyboard configurations.

Pre-conditions: 1. User must be in the main menu.

Post-conditions: NULL

Entry conditions: 1. User selects the “tutorial” button from the main menu.

Exit conditions: 1. User selects back button from the tutorial page.

2. User presses the “esc” key from the keyboard.

Success scenario event flow:

1. User selects the tutorial button from the main menu.
2. User reads the tutorial page, to learn the game.
3. User presses the “esc” key to go back to the main menu.

Use Case: Credits & Feedback

Primary Actor: User

Interests: 1. User wishes to know the creators of the link.

2. User wants to give the creator his feedback on the game.

Pre-conditions: 1. User must be in the main menu.

Post-conditions: NULL

Entry conditions: 1. User selects the “Credits & Feedback” button from the main menu.

Exit conditions: 1. User selects back button from the credits & feedback page.

2. User presses the “esc” key from the keyboard.

Success scenario event flow:

1. User selects the “Credits & Feedback” button from the main menu.
2. User reads the credits & feedback page, to find out who created the game.

Alternate events flow:

1. User selects the “give feedback” button.
2. User takes the link to the project’s Github page.
3. User exits the game and uses the link to give feedback.

Use Case: Credits & Feedback

Primary Actor: User

Interests: 1. User wishes to know the creators of the link.

2. User wants to give the creator his feedback on the game.

Pre-conditions: 1. User must be in the main menu.

Post-conditions: NULL

Entry conditions: 1. User selects the “Credits & Feedback” button from the main menu.

Exit conditions: 1. User selects back button from the credits & feedback page.

2. User presses the “esc” key from the keyboard.

Success scenario event flow:

1. User selects the “Credits & Feedback” button from the main menu.
2. User reads the credits & feedback page, to find out who created the game.

Alternate events flow:

1. User selects the “give feedback” button.
2. User takes the link to the project’s Github page.
3. User exits the game and uses the link to give feedback.