|  |  |
| --- | --- |
| Name | User/Player |
| Description | User wants to play healthy lifestyle game |
| Actors | Account User, Player w/o Account |
| Triggers | User wants to have a virtual pet |
| Preconditions | Has an account on the site |
| Postconditions | User has created an account and pet |
| Main Course | 1. User signs into account 2. User takes care of (feeds, walks, etc.) pet 3. User checks progress/stats 4. Pet becomes happy 5. Pet is asleep 6. User receives healthy lifestyle tips |
| Alternate Courses | AC 1: User does not have account   1. User creates an account 2. User goes to Main Course step 1   AC: Pet is asleep   1. User must wait until pet is awake/needy 2. Return to Main Course step 1 |
| Exceptions | EX 1: User is already signed in   1. Go to Main Course step 2 |

|  |  |
| --- | --- |
| Name | Admin |
| Description | Admin checks stats |
| Actors | Admin, players’ accounts |
| Triggers | Admin wants to check player stats |
| Preconditions | Has access to game database |
| Postconditions | Checked desired stats |
| Main Course | 1. Admin logs into account 2. Admin checks player stats 3. Admin makes any necessary changes 4. Admin logs out |
| Exceptions | EX 1: Admin is already signed in   1. Go to Main Course step 2 |