USE CASES

Alva Fandrey
1dv600

2019-02-21

| Contents

Hangman – Alva Fandrey – 190221

UC1 – Start Game

Precondition: none.

Post condition: the game menu is shown in the console.

Main scenario

1. Starts when the user wants to begin a session of the hangman game.
2. The system asks for the user nickname.
3. The user logins with a nickname.
4. The system presents the main menu with a title, the options start the game, watch the high score list, and quit the game.
5. The user makes the choice to start the game.
6. The system starts the game (see Use Case 2).

Alternative scenarios

3.1 The user logins with nickname "Admin".
1. The system presents the main menu with the options to view all words, add new word, and remove a word.
2. The "Admin" user makes the choice to:
   2.1 View all words (see Use Case 4).
   2.2 Add new word (see Use Case 5).
   2.3 Remove a word (see Use Case 6).

5.1 The user makes the choice to quit the game.
1. The system quits the game (see Use Case 3).

6.1 Invalid menu choice.
1. The system presents an error messages.
2. Go to 4.

UC2 – Play Game

Precondition: the game is running in the terminal.

Post condition: the game is finished.

Main scenario

1. Starts when the user has started the game.
2. The system randomly picks a word and presents the number of letters with equally many underscore signs. The system will also show number of guesses remaining and an option for quit the game.
3. The user inputs a correct letter.
4. The system exchanges the underscores for the correct letter and presents number of guesses remaining.
5. Repeat step 3-4 until the word is completed.
6. The system displays "Congratulations!", and then presents the main menu (see Use Case 1).

Alternative scenarios

3.1 The user makes the choice to quit the game before completing the word.
    1. The system quits the game (see Use Case 3).

3.2 The user inputs a faulty letter.
    1. The system reduces number of guesses remaining and displays it to the user.
    2. Go to 3.

5.1 The user runs out of number of guesses and lose the game.
    1. The system displays "You Lost!", and then presents the main menu (see Use Case 1).

Hangman – Alva Fandrey – 190221

UC3 – Quit Game

Precondition: the game is running in the terminal.

Post condition: the game is terminated.

Main scenario

1. Starts when the user wants to quit the game.
2. The system prompts for confirmation.
3. The user confirms.
4. The system terminates.

Alternative scenarios

3.1 The user does not confirm.
   1. The system returns to its previous state.

Hangman – Alva Fandrey – 190221

UC4 – View all words

Precondition: the game is running in the terminal with the user "Admin" logged in.

Post condition: a list with all available words is displayed in the terminal.

Main scenario

1. Starts when "Admin" wants to view all words.
2. The system presents a list with all available words along with the options to add a new word, remove a word, and to quit the game.
3. The user makes the choice to add a new word (see Use Case 5).

Alternative scenarios

3.1 The user makes the choice to remove a word (see Use Case 6).

4.1 The user makes the choice to quit the game.
  1. The system quits the game (see Use Case 3).

Hangman – Alva Fandrey – 190221

UC5 – Add new word

Precondition: the game is running in the terminal with the user "Admin" logged in.

Post condition: a new word was added to the list.

Main scenario

1. Starts when "Admin" wants to add a new word to the game.
2. The system asks the user to input the new word.
3. The user inputs a new word.
4. The system checks that the new word does not already exist in the database and asks user to confirm the word.
5. The user confirms the new word.
6. The system adds the word to the database, and then presents a list with all words (see Use Case 4).

Alternative scenarios

4.1 Word already exists in the database.
   1. The system explains that the word already exists.
   2. Go to 2.

5.1 The user does not confirm the word.
   1. The system returns to its previous state.

UC6 – Remove a word

Precondition: the game is running in the terminal with the user "Admin" logged in.

Post condition: a word was removed from the list with words.

Main scenario

1. Starts when "Admin" wants to remove a word from the game.
2. The system asks the user to enter the word to be removed.
3. The user inputs a word.
4. The system checks that the word exists in the database and asks user to confirm the removing of that word.
5. The user confirms.
6. The system removes the word from the database, and then presents a list with all words (see Use Case 4).

Alternative scenarios

4.2 Word does not exist in the database.
   3. The system explains that the word could not be found, and then presents a list with all words (see Use Case 4).

5.2 The user does not confirm the removing of the word.
   2. The system returns to its previous state.

UC7 – View high score list

Precondition: the game is running in the terminal.

Post condition: the high score list is shown in the terminal.

Main scenario

1. Starts when the user wants to view the high score list.
2. The system presents the saved high score list, and then presents the main menu (see Use Case 1).

Alternative scenarios

3.1 The user makes the choice to quit the game.
    1. The system quits the game (see Use Case 3).