**Use case narratives**

# Use Case UC1: Play game

**Scope:** Chewy lokum game

**Level:** user goal

**Primary Actor:** User

**Stakeholders and Interests:**

* User: Wants accurate, fast and enjoyable game experience which is also configurable and modifiable. Playable on computers which can run java.

**Preconditions:** Game is ready to play.

**Success Guarantee (or Post conditions):** Player gets on high score screen.

**Main Success Scenario**

1) Starts the game.

2) User makes a move

3) The move gets processed.

4) According to process, the Graphical interface is updated.

4) Plays the game until no possible successful moves left.

5) User saves the game at any point.

6) If the user wants to stop the game he or she clicks the pause action.

7) System loads score page.

8) Enters score and saves it into high score.

9) System Returns main screen.

**Extensions (or Alternative Flows):**

3a) User tries to make an invalid move.

4a) System states move is not legal and denies the move.

3b) User tries to move when the game is over.

4b)System states game is over.

7c) User’s high score is less than the lowest score in the high score list.

8c) System doesn’t allow user to enter the score.

# Use Case UC2: Manipulate options

**Scope:** Chewy lokum

**Level:** user goal

**Primary Actor:** User

**Stakeholders and Interests:**

* User: Wants to manipulate options.

**Preconditions:** -

**Success Guarantee (or Post conditions):** Corresponding game variables are changed and made ready to use in the game engine.

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

1. User changes some of the settings.
2. Attempts to save.
3. Setting are saved successfully in the engine.
4. Returns the main screen.

**Extensions (or Alternative Flows):**

1a) The settings selected by user are not consistent (given string in integer field, integer are not in the interval... etc.)

1. System returns user a pop up which is stating what is wrong.

# Use Case UC3: Save Game

**Scope:** Chewy lokum Game

**Primary Actor:** User

**Stakeholders and Interests:**

* User: User wants to save his game information to continue later on.

**Preconditions:** An initiated game.

**Success Guarantee (or Post conditions):** Later on in any time, the saved game can be accessed and loaded into screen. The user can continue playing as if he never closed the game in the past.

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

1. User saves game.
2. The system saves the game into an xml file.
3. After some time user starts game program again.
4. Clicks load Game.
5. Game is created back with the saved profile.
6. The user can continue playing on the loaded game profile.