

Jessica Beitler Use Case

Group Project

Use Case: Selecting a character

Primary Actor: Gamer (user)

Scope: User Interface?

Level: User goal

Brief: The user clicks a button to select a character. They look through the characters and pick one. Once they pick the one they want they click "select character"

Stakeholders: User playing the game

Post Conditions: A character is selected by the user

Preconditions: User opens game and navigates to "select character" section