

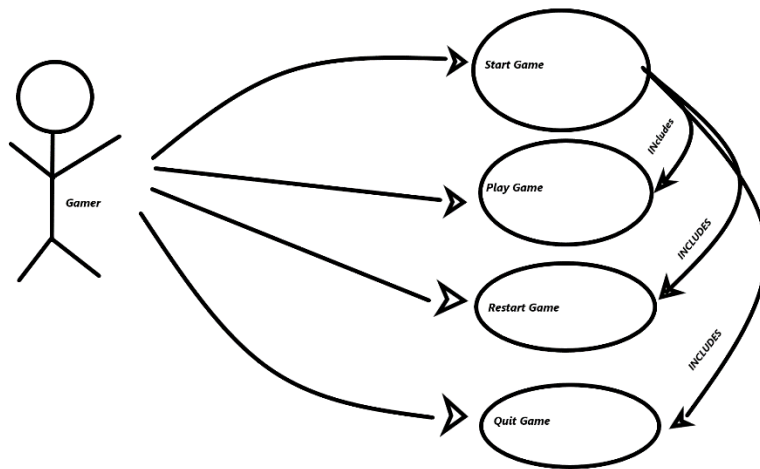
Assignment 2

Alireza Rajouldezfooly

ar223gf@student.lnu.se

TASKS	ESTIMATED TIME	ACTUAL TIME
USE CASE DIAGRAM	10 M	15 M
UC1	15M	21M
STATE MACHINE DIAGRAM	10M	6M
IMPLEMENTING	5H	8H
CLASS DIAGRAM	20	16

USE CASE DIAGRAM



UC1 START GAME

PRECONDITIONS: none

POSTCONDITIONS: The buttons to play or exit the game is shown.

MAIN SCENARIO

1. Starts when the player wants to start the game
2. The gamer decides to start the game.
3. The system starts the game.
4. The name of the game, game itself and the graphics are presented hence the menu

Alternative scenarios

2.1 The Gamer makes the choice to quit the game.

1. The system quits the game

UC2 play game

PRECONDITIONS: none

POSTCONDITIONS: The game starts

MAIN SCENARIO

1. Starts when the player clicks on start button
2. The system starts the main scenario of the game.
3. The system chooses a word and displays the graphics related
4. The gamer inserts a character in the text field
5. The gamer clicks on the enter button
6. The system evaluates the character
7. if the character matches with an equivalent in the chosen word it would be displayed as part of the word.
8. if the character does not match with an equivalent in the chosen word it would be displayed as a wrong guess.
9. player plays until they win
10. player plays until they lose

Alternative scenarios

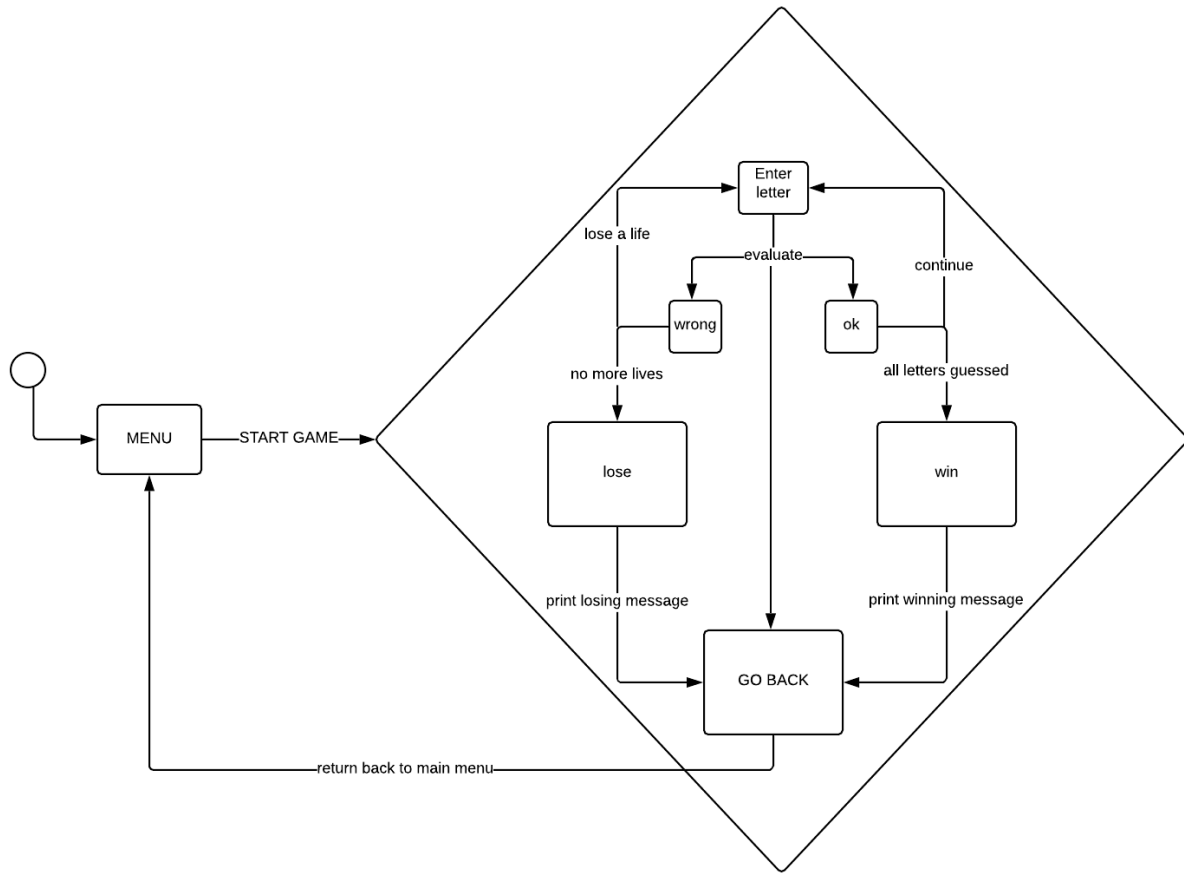
2.1 The Gamer makes the choice to quit the game.

1. The system quits the game.

2.2 the gamer decides to restart the game

1. The system restarts the game.

STATE MACHINE DIAGRAM



CLASS DIAGRAM

