CAN'T STOP

The video game

Fully Dressed Use Case Description

Roll Dice and Select Sum Pairs.

Banana inc.

Primary Actor:

Player

Stakeholders	Interests
Players	Want to roll dice and group them into desired pairs.

Preconditions:

It is the player's turn, and the player has chosen to roll the dice.

Success Guarantee (Post-conditions):

The player has rolled dice, grouped the pairs into sums and their turn continues.

Main Success Scenario:

1. The system displays a list of four deselected dice.
2. The player selects their first pair of dice.
3. The player selects their second pair of dice.
4. The player confirms their selection.
5. The system displays the sum of each selected pair.
6. The player's turn continues. *[ALT 1: The player chooses to re-select their dice pairs]*

Alternative Flows:

ALT 1: *THE PLAYER CHOOSES TO RE-SELECT THEIR DICE PAIRS*

- The system resets the players selection of dice.
- The player is free to select pairs of dice and continue down the main success scenario again.

Exceptions:

- The window closes unexpectedly.
- The player closes the dice window without selecting pairs: The system presents a confirmation window, and if the player chooses to proceed, they forfeit their turn and bust.

Special Requirements:

- Colors and sizes of text fonts and dice pips used must provide or be able to provide for the visually impaired (e.g., color blindness).
- The dice selection process must be simple and easy to understand, as to cater for users of all ages and levels of computer familiarity (which is also the overall goal of the game design)

Open Cases:

- How to implement dice selection.
- How will pips be displayed.
- How pair sums be implemented.
- How will busting be implemented.