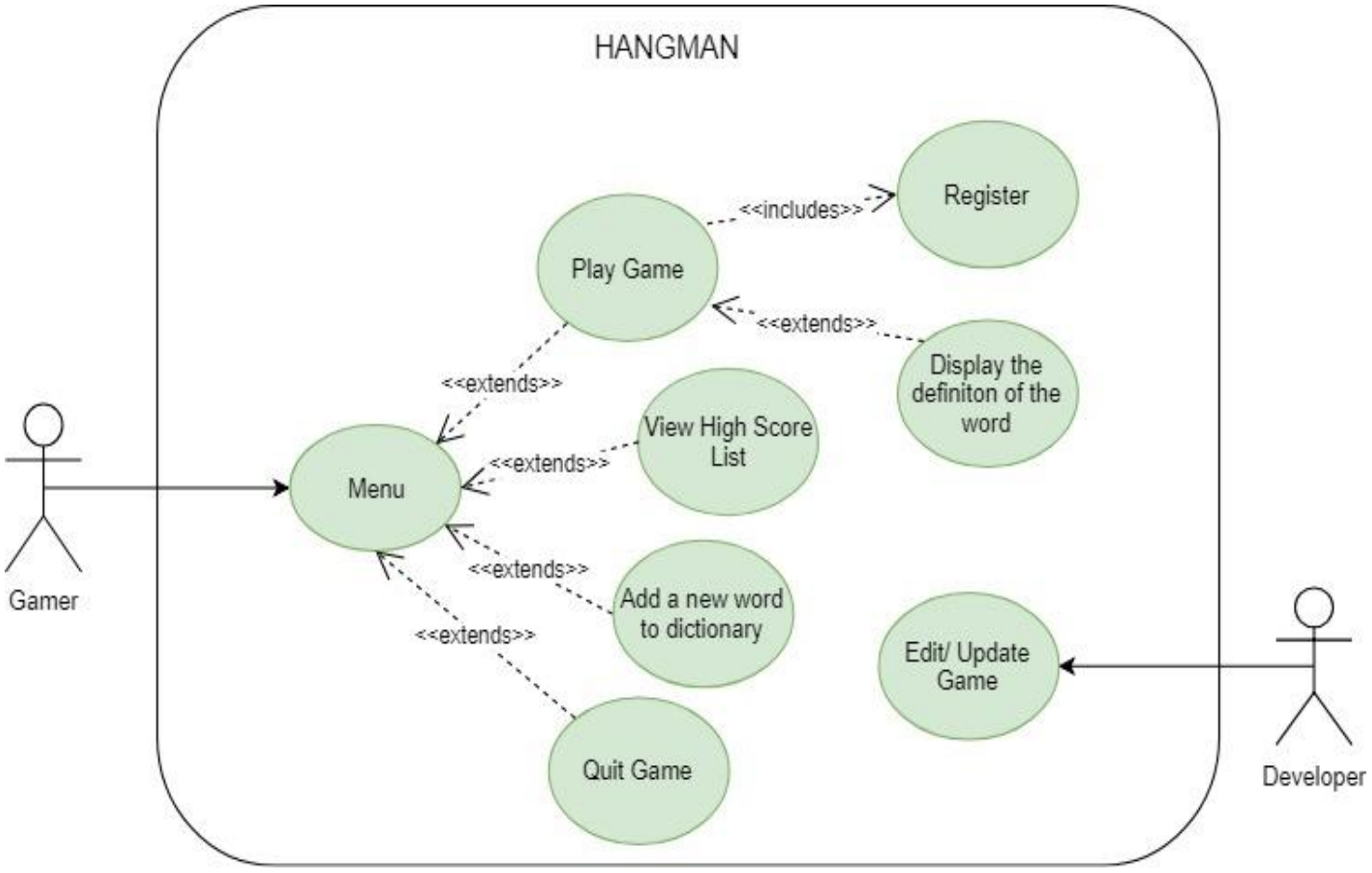
Use Case Diagram



Case UC1: Play Game

Level: User goal

Primary Actor: Gamer

Stakeholders and Interests:

– Gamer: Wants to play an error-free game.

Preconditions: Gamer selects the Play Game choice on the menu.

Postconditions: Gamer plays the game. Results of the game is shown.

Main Scenario:

1. Starts when gamer selects to play a game round.
2. The system picks a random word and displays the number of letters of the word by underlines.
3. The system wait user to type a lowercase letter.
4. The gamer guesses a correct letter.
5. The system displays the word with correct guessed letters and underlines.
6. The gamer finds the correct word by guessing every letter and at least 1 life chance.
7. The system displays the points gamer gained depending on remaining life chances.
8. The gamer selects to see the definition of the word.
9. The system shows the definition of the word.
10. The system displays the menu of the game.

Alternative Scenarios:

4.1 The gamer guesses a wrong letter.

1. The system decreases a life chance of the gamer.

4.2 The gamer types an unexpected character.

1. The system presents an error message.
2. Go to 3

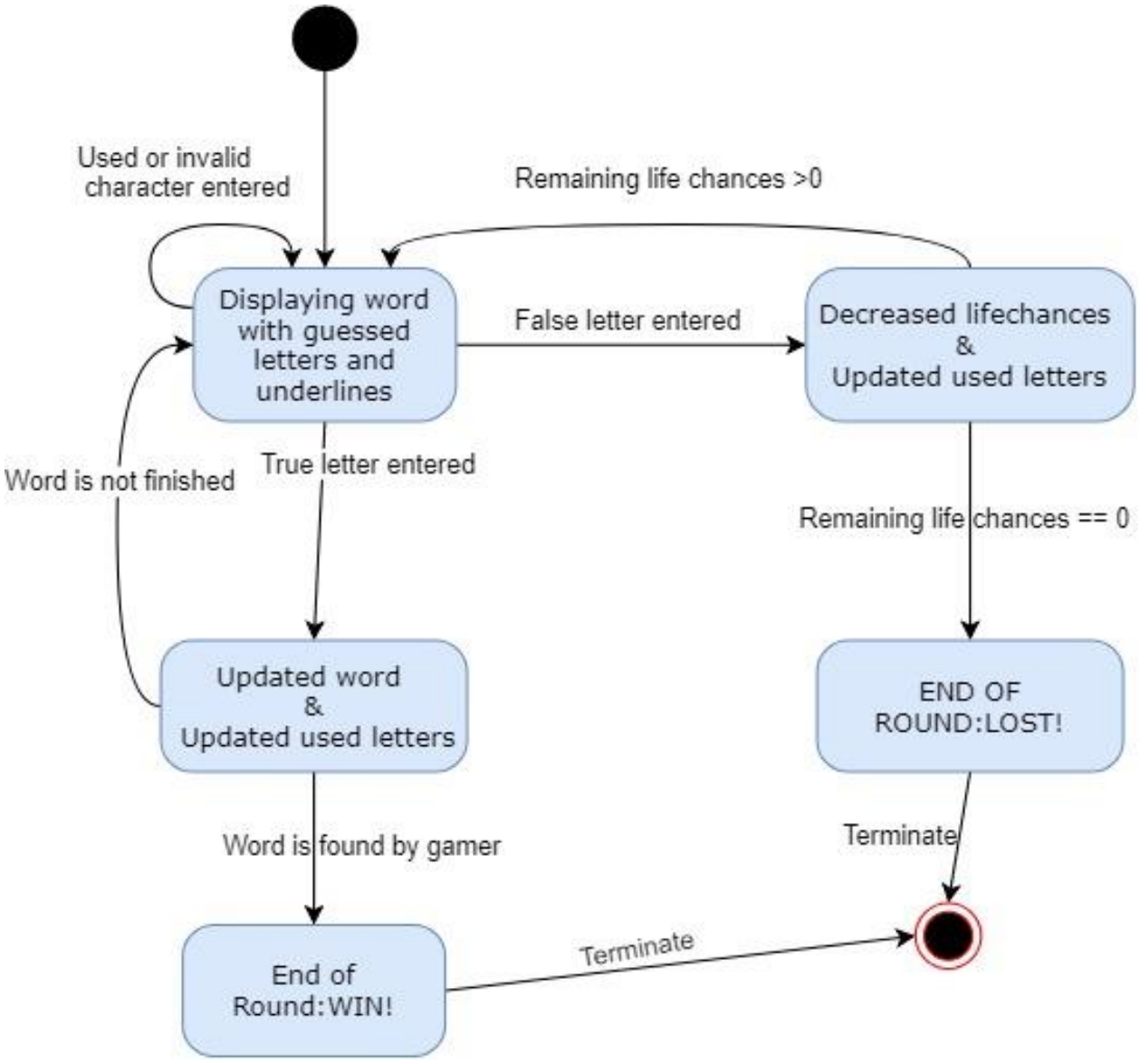
6.1 The gamer wastes his all life chances.

1. The system displays the correct word.
2. Go to 8

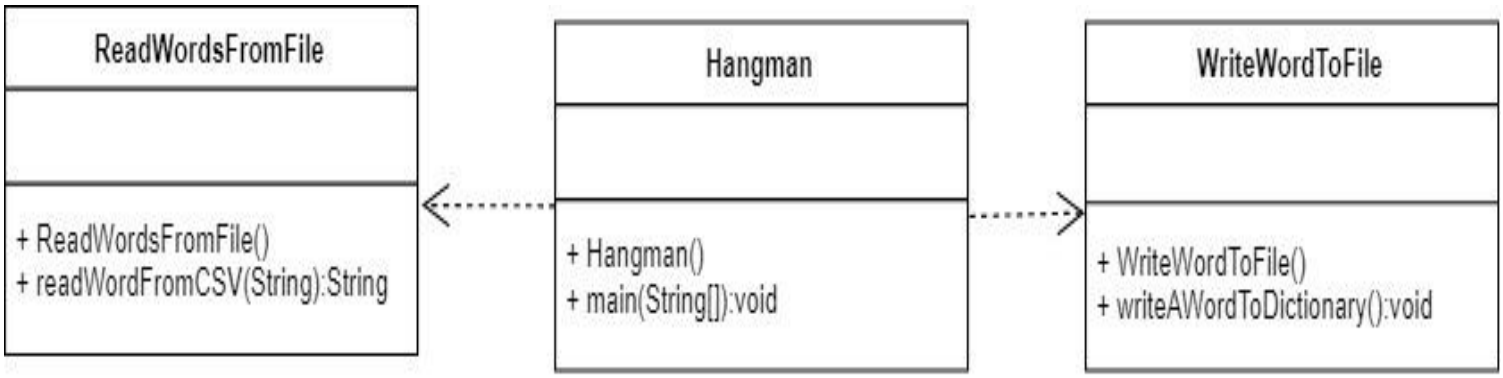
8.1 The game selects to not see the definition of the word.

1. Go to 10

State Machine Diagram for "Play Game"



Class Diagram



Time Log

Estimated times:

Draw Use Case Diagram for the Hangman	1:15
Write Fully Dressed UC for Play Game UC	1:30
Draw a State Machine Diagram	1:45
Implementation	4:00
Create Class diagram	0:45

Job	Start time	End Time	Time Spent
Read tasks and Plan time for them	18.02.19 - 18:15	18.02.19 - 18:45	0:30
Search Use Case Diagrams and Draw the Use Case Diagram for the Hangman	19.02.19 - 20:00	19.02.19 - 21:45	1:45
Read Larman guidelines about fully dressed use cases and Write Fully Dressed UC for Play Game UC	19.02.19 - 22:00	19.02.19 - 00:30	2:30
Draw a State Machine Diagram	20.02.19 - 20:00	20.02.19 - 21:30	1:30
Implementation	21.02.19 - 17:15	21.02.19 - 20:15	3:00
Create Class diagram	21.02.19 - 22:30	21.02.19 - 23:00	0:30