Use Case – Fully Dressed Format

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| **Use Case Name:playing game** | | | **ID:0002** | | **Priority:high** | |
| **Brief Description:** The game tracks and displays the player's scores and progress. | | | | | | |
| **Actor:players** | | | | | | |
| **Trigger:**  **Type 🞎 External 🞎 Temporal** | | | | | | |
| **Preconditions:**  The player has started the game and has completed at least one level.   Triggers: The player completes a level or loses all their lives. | | | | | | |
| **Normal Course**   1. The game displays the player's score and progress, such as the number of coins collected and levels completed. 2. The player has the option to replay the level or quit the game. 3. If the player chooses to replay the level, their progress and score are reset for that level only. | | | | **Information for Steps** | | |
| 1. **Alternative Course(s):** The player clicks on the "Pause" button. 2. The game menu appears, displaying the "Scores" option. 3. The player clicks on the "Scores" option. 4. The game displays the player's score and progress. 5. The player can resume the game by clicking on the "Resume" button. | | | | | | |
| **Postconditions:** The player's score and progress are updated and saved. | | | | | | |
| **Exceptions:** | | | | | | |
| **Summary:**  **Inputs Source Outputs Source** | | | | | | |
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