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| **Use Case** | Disable screen rotation |
| **Description** | The user wants to prevent automatic rotation of the screen when the application is active, while keeping the feature enabled for other applications |
| **Main Success Scenario** | 1. The user activates the preferences menu 2. The system shows preferences screen which contains Screen rotation preference item and its current state 3. The user changes Screen rotation preference to disabled 4. The system locks the screen in portrait mode 5. The user exits the preferences menu 6. The system shows the main application screen in the state it was prior to step 1 |
| **Extensions** | 3a. The user changes Screen rotation preference to enabled   1. The system removes portrait mode screen lock   3b. The user decides not change current Screen rotation behavior |
| **Assumptions** | Application is active |

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| **Use Case** | Flip the coin |
| **Description** | The user wants to use application randomizer in the form of coin to determine the outcome of a chance-driven element of the game |
| **Main Success Scenario** | 1. The user initiates coin flip 2. The system shows a brief animation simulating flip of a coin at the end of which an image representing one of the two coin sides is displayed |
| **Assumptions** | Application is active |

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| **Use Case** | Record game state |
| **Description** | The user wants to record the current game state by altering one or more of the   * Active Pokémon Health Point Counter * Benched Pokémon Health Point Counters * Special Conditions |
| **Main Success Scenario** | 1. The user triggers Active Pokémon Health Point Counter increase or decrease 2. The system displays Active Pokémon Health Point Counter increased or decreased by the value of 10 |
| **Extensions** | 2a. The adjusted value of health point counter is outside the minimum or maximum allowed values   1. The system displays the minimum or maximum allowed value of the counter   1-2a. The user wants to reset the Active Pokémon Health Point Counter to the default value   1. The user triggers Active Pokémon Health Point Counter reset 2. The system displays Active Pokémon Health Point Counter with the default value   1-2b. The user wants to alter Burned Special Condition   1. The user triggers the change of the Burned Special Condition state 2. The system displays Burned Special Condition indicator in the state opposite to its prior state   1-2c. The user wants to alter Poisoned Special Condition   1. The user triggers the change of the Poisoned Special Condition state 2. The system displays Poisoned Special Condition indicator in the state opposite to its prior state   1-2d. The user wants to alter Asleep Special Condition   1. The user triggers the change of the Asleep Special Condition state 2. The system displays Asleep Special Condition indicator in the state opposite to its prior state, and Confused and Paralyzed Special Condition indicators in disabled state   1-2e. The user wants to alter Confused Special Condition   1. The user triggers the change of the Confused Special Condition state 2. The system displays Confused Special Condition indicator in the state opposite to its prior state, and Asleep and Paralyzed Special Condition indicators in disabled state   1-2f. The user wants to alter Paralyzed Special Condition   1. The user triggers the change of the Paralyzed Special Condition state 2. The system displays Paralyzed Special Condition indicator in the state opposite to its prior state, and Asleep and Confused Special Condition indicators in disabled state   1-2g. The user wants to adjust the value of Benched Pokémon Health Point Counters   1. The user triggers display of the Bench 2. The system displays the Bench with all Benched Pokémon in not selected state and Bench Action control in “Select All” state 3. The user selects one of the Benched Pokémon   3-4a. The user wants to adjust all Benched Pokémon Health Point Counters by the same amount   1. The user triggers selection of all Benched Pokémon using the “Select All” control 2. The system displays all Benched Pokémon as selected 3. The system displays the chosen by user Benched Pokémon as selected and the remaining Benched Pokémon as not selected, and changes the Bench Action Button to “Swap” state 4. The user triggers selected Benched Pokémon Health Point Counter increase or decrease   5-6a. The user wants to replace Active Pokémon with the selected Benched Pokémon   1. The user triggers replacement using the “Swap” control 2. The system displays the Active Pokémon Health Point Counter with the value equal to the selected Benched Pokémon Health Point Counter and vice versa. The system sets all Special Conditions state to disabled 3. The system displays selected Benched Pokémon Health Point Counter increased or decreased by the value of 10   6a. The adjusted value of health point counter is outside the maximum or minimum allowed values   1. The system displays the maximum or minimum allowed value of the counter 2. The user triggers removal of the Bench 3. The system hides the Bench from display |
| **Assumptions** | Application is active |

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| **System Use Case** | Upload statistics |
| **Description** | The system periodically uploads the number of times each of the Special Conditions counters was triggered to the external database |
| **Main Success Scenario** | 1. The systems verifies if at least one Special Condition was triggered since the last upload and finds the result to be true 2. The system uploads the numbers to the external database 3. The system resets Special Conditions counters to 0 4. The system restarts the upload period timer |
| **Extensions** | 1-3a. The system finds that no Special Conditions were triggered since the last upload (skip steps 2 and 3 of the Main Success Scenario)  2-3a. The upload attempt fails (skip step 3 of the Main Success Scenario) |
| **Assumptions** | Application is active and the upload time period has elapsed |