



COMET PINBALL

Use Case Model

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<https://github.com/boskoop/comet-pinball/>

Contents

1	Actors	2
1.1	List of actors	2
1.2	Primary actor goals	2
2	Use cases (brief)	2
2.1	Player	2
3	Use cases (fully-dressed)	4
4	Use case diagram	4

1 Actors

1.1 List of actors

Actor	Type	Description
<i>Player</i>	primary	<i>Players</i> run the Comet Pinball on their computer.

1.2 Primary actor goals

Player:

A *Player* uses the Comet Pinball to pass his leisure time and enjoy himself. He is interested in a well designed play field with nice visual and acoustical effects.

2 Use cases (brief)

2.1 Player

Start simulation: The player wants to start a game so he enters the main screen of the application and selects the option for starting a new game. The simulator loads the play field, resets the score counter and sets the right amount of available balls for this game and loads one ball in the plunger.

Start game: The plunger has to be operated to forward the ball onto the play field.

Move flippers: The player can move the flippers to prevent the ball from leaving the play field. If the ball is hit by the flippers he follows approximately the movements of a collision.

Ball leaves via drain: The ball is passing the flippers and leaves the play field via the drain. The simulator loads a new ball in the plunger and decreases the counter of available balls by one.

Extra ball: to do

Extra game: to do

Gameover: All balls have left the play field so the game is over. The score is presented to the user and the user has to start a new game to play further.

Hit obstacle: The application actualizes the score If a scoring obstacle was hit. The ball is following the movement of a collision.

Stuck ball: The ball is stuck somewhere on the play field, so the user has the possibility to tilt the table.

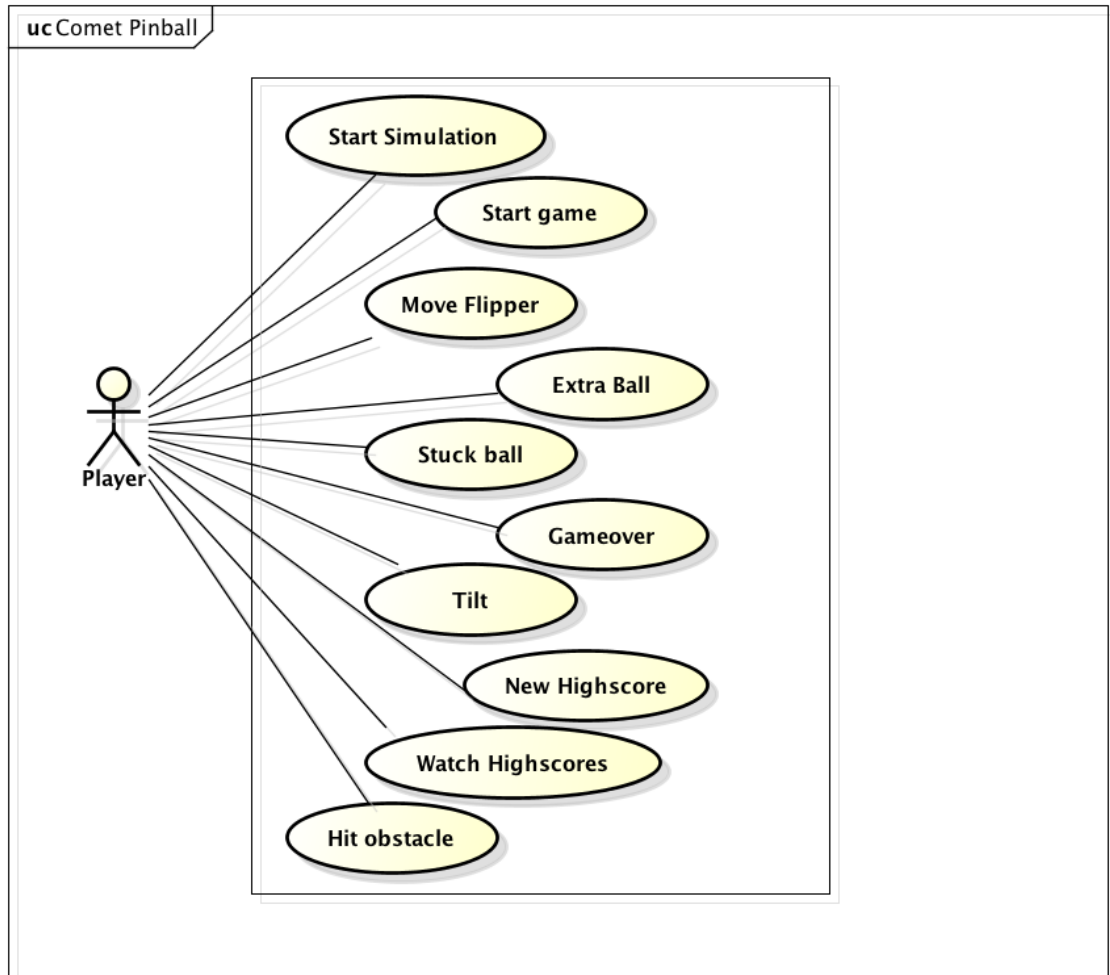
Tilt: If the play field was tilted too often or too hard, the game will stop and display the user the message "Tilt".

New Highscore: If a game is over and the score has exceeded the highscore, the application will produce visual and acoustic effects. The score will be set as new highscore and the new highscore sheet is presented to the player.

Watch Highscores: to do

3 Use cases (fully-dressed)

4 Use case diagram



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