

Crazy Sentence Game

Use Case Documents

Use Case Name	Game Start		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/1/2109	Last Update Date	7/10/2019
Summary	The game is loaded with all of the necessary components it needs when the user clicks on the start button.		
Preconditions	The servlet has to be initialized to provide functionality.		
Triggers	The user clicks on the start button.		
Main Success Scenario	The game is loaded properly for the servlet and other components to function and provide the necessary steps throughout the game.		
Alternative Success Scenario	None		
Postconditions	A webpage will show two options for two varieties of the same game.		
Business Rules	The servlet needs to be initialized by an authorized user to work.		
Notes	Colors and formatting have been supplied as well.		

Use Case Name	Create Random Sentence		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/1/2109	Last Update Date	7/10/2019
Summary	The game/webpage will generate random numbers for the parts of speech needed to form the sentences and will display them on the screen.		
Preconditions	The groups of words and sentences have to be initialized and saved to the game.		
Triggers	User clicks on the "Random" button to begin the selections.		
Main Success Scenario	A complete sentence will display on the screen.		
Alternative Success Scenario	None		
Postconditions	The user can then continue to play or choose to stop after clicking "done"		
Business Rules	Some sentences can be considered inappropriate.		
Notes	Word lists and other data can be enlarged by changing the files they draw from.		

Use Case Name	Create Custom Sentence		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/1/2109	Last Update Date	7/10/2019

Summary	The game/webpage will display number sliders which will allow the user to pick and choose the parts of speech and sentences before displaying them on the screen.
Preconditions	The groups of words and sentences have to be initialized and saved to the game.
Triggers	User clicks on the “Custom” button to begin the selections.
Main Success Scenario	A complete sentence will display on the screen that the user had a part in selecting.
Alternative Success Scenario	None
Postconditions	The user can then continue to play or choose to stop after clicking “done”
Business Rules	Some sentences can be considered inappropriate.
Notes	Word lists and other data can be enlarged by changing the files they draw from.

Use Case Name	Select Words		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/1/2109	Last Update Date	7/10/2019
Summary	Both random and custom paths will use their selection data, which coincides with certain words in alphabetized lists, to build the sentences.		
Preconditions	The lists of words have to be saved in the game.		
Triggers	Either the custom or random sentence creation will start this functionality.		
Main Success Scenario	The data input matches data within the various lists.		
Alternative Success Scenario	None		
Postconditions	Control is passed on to Display Sentence.		
Business Rules	For either path, limits are determined based on the list sizes.		
Notes	Random and custom games draw from the same source data.		

Use Case Name	Get Words		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/2/2109	Last Update Date	7/10/2019
Summary	Web files, which contain the word lists necessary for the game, are simultaneously retrieved, analyzed, and saved to the game for later reference.		
Preconditions	The game has to have be able to establish a connection to http/web files.		
Triggers	User clicks to start the game.		
Main Success Scenario	All connections are successful and the word lists are saved to the game.		
Alternative Success Scenario	None		

Postconditions	The game continues allowing the user to select the game path between random and custom.
Business Rules	All connections need to be accounted for and allowed by any firewalls.
Notes	These files can be added to for the game to have more word options.

Use Case Name	Display Sentence		
Version	2.1		
Created By	Bryan Anderson	Last Updated By	Bryan Anderson
Creation Date	7/5/2109	Last Update Date	7/10/2019
Summary	Using the words selected, the game will display the sentence to the user so they can laugh their head off.		
Preconditions	Word have to be selected.		
Triggers	Control will be passed from the word selection		
Main Success Scenario	A crazy sentence will be displayed correctly.		
Alternative Success Scenario	None		
Postconditions	After thoroughly enjoying the sentence the user continues to either play again or quit.		
Business Rules	Sentences are built using built in programming.		
Notes	More sentence options can be added or even allow user input.		