Crazy Sentence Game

Use Case Documents

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| 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 |
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| 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. | | |

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| 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 |
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| 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. | | |

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| 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 |
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| 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. | | |

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| --- | --- | --- | --- |
| 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. | | |

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| 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. | | |

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| 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. | | |