

Game Starts

Use Case:	Opens game
Primary Actor:	Player
Goal in Context:	To Start up the game
Preconditions:	The player has the game installed
Trigger:	The player opens the game
Scenario:	1. Player: Opens game from where the game is installed 2. System:Opens the game 3. System: Displays main menu
Exceptions:	Player has not installed game/ improperly installed - Game does not start
Priority:	Essential
When available:	First increment
Frequency of Use:	As often as the player chooses
Channel to Actor:	Via PC or laptop interface
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	1. What if the player force exits the games (not via the in game menus) 2. What if the player doesn't have a mouse/ the mouse stops functioning?

Main Menu

Use Case:	Enter “Play” (Level menu)
Primary Actor:	Player
Goal in Context:	To bring the player to the level menu
Preconditions:	The Player has the game opened and was in the main menu
Trigger:	The player presses the “Play” button
Scenario:	1. Player: clicks “Play” button to play a level 2. System: brings the player to the level menu
Exceptions:	1. The player clicks “Tutorial” - see use-case “Enter Tutorial” 2. The player clicks “Exit Game” - see use-case “Exit from main menu” 3. The player clicks places with no functionalities - do nothing.
Priority:	Essential
When available:	First increment
Frequency of Use:	Very frequent - Varies among players
Channel to Actor:	Via mouse interaction
Secondary Actor:	Game Software

Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Use Case:	Enter Tutorial
Primary Actor:	Player
Goal in Context:	For new players to enter the game and learn how the game works
Preconditions:	Player has to be in main menu screen
Trigger:	The player clicks on the "Tutorial" button
Scenario:	<ol style="list-style-type: none">1.Player: opens the game2.Player: clicks the "Tutorial" button from main menu3.System: opens the tutorial page for the player
Exceptions:	<ol style="list-style-type: none">1. The player clicks "Play" - see use-case "Enter "Play"2. The player clicks "Exit Game" - see use-case "Exit from main menu"3. The player clicks places with no functionalities - do nothing.
Priority:	Intermediate(?)
When available:	Second increment(?)
Frequency of Use:	On average: once per player
Channel to Actor:	Via mouse interaction
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Use Case:	Exit from Main Menu
Primary Actor:	Player
Goal in Context:	To allow the player to exit the game from the main menu
Preconditions:	The player is in the main menu
Trigger:	The player presses the "Exit game" button
Scenario:	<ol style="list-style-type: none">1. Player: observe main menu2. Player: clicks "Exit" button with mouse or interact with keyboard3. System: closes the game
Exceptions:	<ol style="list-style-type: none">1. The player clicks "Play" - see use-case "Enter "Play"<ol style="list-style-type: none">a. The player clicks "Tutorial" - see use-case "Enter Tutorial"2. The player clicks places with no functionalities - do nothing.
Priority:	Intermediate
When available:	First increment

Frequency of Use:	Varies among player
Channel to Actor:	Via mouse interaction
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Tutorial_____

Use Case:	Exit Tutorial
Primary Actor:	Player
Goal in Context:	To leave the tutorial and allow the players to return to the main menu
Preconditions:	Player is in the tutorial
Trigger:	The player clicks the X button to leave tutorial
Scenario:	<ol style="list-style-type: none">1.Player: clicks the X button on top right of the tutorial page2.System: Closes the tutorial page and goes back to main menu
Exceptions:	The player clicks places with no functionalities - do nothing.
Priority:	Intermediate
When available:	Second increment
Frequency of Use:	On average: once per player
Channel to Actor:	via mouse interaction
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Level

Use Case:	Choose Level
Primary Actor:	Player
Goal in Context:	To allow the player to choose from the 5 available levels and start the game
Preconditions:	The player is in the level menu
Trigger:	The player presses on the level they wish to play.
Scenario:	<ol style="list-style-type: none">1. Player: observes level menu2. Player: starts the game by clicking on one of the stages3. System: brings the player to the game with the corresponding level

Exceptions:	<ol style="list-style-type: none"> 1. The player clicks “Return” - see use-case “Exit Level Menu” 2. The player clicks places with no functionalities - do nothing.
Priority:	High priority - part of the basic functions
When available:	First iteration
Frequency of Use:	As frequently as the player chooses
Channel to Actor:	via mouse interaction
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none"> 1. What if the player force exits the games (not via the in game menus) 2. What if the player doesn't have a mouse/ the mouse stops functioning?

Use Case: Exit Level Menu	
Primary Actor:	Player
Goal in Context:	To allow the player to leave the level menu and go back to the main menu
Preconditions:	The player is in the level menu
Trigger:	The player presses on the exit/ return button
Scenario:	<ol style="list-style-type: none"> 1. Player: observes level menu 2. Player: wish to go back to the main menu, so they press the return button 3. System: brings the player back to the main menu
Exceptions:	The player did not click the return button
Priority:	intermediate
When available:	second increment
Frequency of Use:	varies among player
Channel to Actor:	with keyboard and mouse interaction
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none"> 1. What if the player force exits the games (not via the in game menus) 2. What if the player doesn't have a mouse/ the mouse stops functioning?

In-Game

Use Case: Pause Game	
Primary Actor:	Player
Goal in Context:	To temporarily stop all game play: All enemies stop moving No additional actions may be taken by the player Display “pause-game” menu

Preconditions:	Player must be in the middle of gameplay
Trigger:	The player clicks on the “pause” button on the game interface
Scenario:	<ol style="list-style-type: none">1. Player: observes game interface2. Player: clicks “pause” button3. System: stops gameplay ticks4. System: Shows “paused” menu
Exceptions:	Player clicks outside of “pause” button - game continues (do nothing)
Priority:	Intermediate
When available:	Second increment
Frequency of Use:	Sometimes/ As often as the player chooses
Channel to Actor:	Via mouse controls on the computer desktop app
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Paused

Use Case:	Resumes Game
Primary Actor:	Player
Goal in Context:	Resumes to gameplay via exiting the “pause game” menu Enemies resume movement Player is able to take action again
Preconditions:	Game must be in “pause game” menu screen
Trigger:	Player clicks “resume” button on “pause game” menu screen
Scenario:	<ol style="list-style-type: none">1. Player: observes “pause game” menu interface2. Player: clicks “resume” button via mouse3. System: Shows gameplay screen4. System: Resumes gameplay ticks
Exceptions:	<ol style="list-style-type: none">1. Player clicks “Exit Game” - see use-case “Exit Game from Pause Menu”2. Player clicks outside of “resume” button - do nothing
Priority:	Intermediate
When available:	Second increment
Frequency of Use:	Equal to or less than the frequency at which the player pauses the game/ Equal to how often the player wishes to resume gameplay after pausing
Channel to Actor:	Via mouse controls on the computer desktop app
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)

	2. What if the player doesn't have a mouse/ the mouse stops functioning?
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Use Case:	Exit Game from Pause Menu
Primary Actor:	Player
Goal in Context:	To exit the game completely after pausing gameplay
Preconditions:	Game must be in “pause game” menu screen
Trigger:	Player clicks “Exit” button on “pause game” menu screen
Scenario:	1. Player: observes “pause game” menu interface 2. Player: Clicks “Exit” button via mouse 3. System: Closes game
Exceptions:	1. Player clicks “resume game” - see use-case “Resumes Game” 2. Player clicks outside of “pause game” button - do nothing
Priority:	Intermediate
When available:	Second Increment
Frequency of Use:	Equal to or less than the frequency at which the player pauses the game Equal to how often the player wishes to exit/close the game after pausing
Channel to Actor:	Via mouse controls on the computer desktop app
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	1. What if the player force exits the games (not via the in game menus) 2. What if the player doesn't have a mouse/ the mouse stops functioning?

Game Over

Use Case:	Retries Level after Death
Primary Actor:	Player
Goal in Context:	To allow players to retry the current level after death.
Preconditions:	The player dies due to their score dropping down to 0.
Trigger:	The player clicks on the “Retry Level” button when the death menu pops up.
Scenario:	1. Player: observes death menu 2. Player: selects “Retry level” 3. The system restarts the same level for the player
Exceptions:	1. The player clicks “Exit Level” - see use-case “Exit Game After Death” 2. The player clicks places with no functionalities - do nothing.
Priority:	Moderate priority, to be implemented after basic functions.
When available:	Second Increment
Frequency of Use:	As many times as the player needs (Varies among players)
Channel to Actor:	Via mouse controls on the computer desktop app

Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Use Case:	Exit Game After Death
Primary Actor:	Player
Goal in Context:	To allow players to exit the death menu and go back to the level menu after death.
Preconditions:	The player dies due to their score dropping down to 0.
Trigger:	The player clicks on the "Exit Level" button when the death menu pops up.
Scenario:	<ol style="list-style-type: none">1. Player: observes death menu2. Player: selects "Exit Level"3. The system brings the player back to the Level menu
Exceptions:	<ol style="list-style-type: none">1. The player clicks "Retry Level" - see use-case "Retries Level after Death"2. The player clicks places with no functionalities - do nothing.
Priority:	Moderate priority, to be implemented after basic functions, but before "Retries Level after Death"
When available:	First/ Second Increment
Frequency of Use:	As many times as the player needs (Varies among players)
Channel to Actor:	Via mouse controls on the computer desktop app
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?

Victory

Use Case:	Exit Game After Victory
Primary Actor:	Player
Goal in Context:	To allow the player to back to select level after winning the level
Preconditions:	The player obtains all the rewards and reaches the exit
Trigger:	The player clicks exit level to return to level selection screen
Scenario:	<ol style="list-style-type: none">1. Player: observes victory screen2. Player: selects "Exit Level"3. The system brings the player back to the Level menu
Exceptions:	<ol style="list-style-type: none">1. The player clicks places with no functionalities - do nothing.
Priority:	Moderate priority, to be implemented after basic functions

When available:	First/ Second Increment
Frequency of Use:	As many times as the player needs (Varies among players)
Channel to Actor:	Via mouse controls on the computer desktop app
Secondary Actor:	Game Software
Channels to Secondary Actors:	PC
Open Issues:	<ol style="list-style-type: none">1. What if the player force exits the games (not via the in game menus)2. What if the player doesn't have a mouse/ the mouse stops functioning?