Use Cases

CS308

Use case: Start

Actor: Player  
Preconditions: A map has to be loaded or created in build mode  
Triggers: User clicks the start button  
Basic course of events: When user runs the game he can load or create a map for him to play in. After that if he wishes to play the game the user can click the “Start” button and interact with any pre-set keys to control flippers

Use case: Stop

Actor: Player  
Triggers: User clicks Stop button

Basic course of events: User runs the game, loads or creates a new map and proceeds to play mode by clicking the “Start” button. At any point the user may wish to terminate his game by clicking the “stop” button  
Post conditions: The game stops

Use case: Load Model

Actor: Player  
Preconditions: There should be a saved Model file to load  
Triggers: User Clicks Load Model button  
Basic course of events:

The saved model is loaded into the playing area  
Alternative paths: If unexpected data from file throws an exception  
Post conditions:

Use case: Save Model

Actor: Player  
Preconditions: There should be some progress in build mode in order to save  
Triggers: User Clicks Save Model button  
Basic course of events: User starts game in build mode, when the mode has started, user has the option of saving their progress, If they wish to do so, they can by clicking the “Save Game” button, which will save the data to a file which can then be reloaded at a later date.  
Alternative paths: an exception is raised preventing the user from saving the game. The system crashes whilst the user is saving the data preventing the game from being saved.   
Post conditions: Data is saved to a file for use at a later time if the user would like to reload in the future.

Use case: Build Mode

Actor: Player  
Preconditions: N/A  
Triggers: User starts game by clicking on the “Build mode” button to run the mode builder.  
Basic course of events: User ruins the game, then is presented with the GUI, user can click on the “Build Mode” feature of the game. The use can then create and adjust gizmos on the interface and set the flippers at a location where they would like to build the game. User can create or delete gizmos, as well as connect them together to form a shape in the GUI, absorber is likely placed at the bottom of the GUI to absorb the ball and fire it back up into the GUI during gameplay.

Alternative paths: The user quits whilst in build mode. User deletes the gizmos already created and aborts build mode unexpectedly.

Use case: Quit

Actor: Player

Preconditions: Game must already be started or in build mode for the user to be able to quit  
Triggers: User clicks Quit button during build mode or in gameplay, triggering an event to stop the game and close the GUI

Basic course of events: When the game has executed the user can quit the game by clicking the “Quit Game” button

Post conditions: Execution is finished