



**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – Wants to move the character on screen to progress the game.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The character in the game is moved from the left to right (or the other way around).

**Main Success Scenario:**

- 1) Player pushes key associated with left or right.
- 2) The character on the screen moves in the direction pressed.
- 3) Repeat steps 1-2 as much as necessary, until you reach your goal.

**Extensions (or Alternative Flows):**

- 1) Player hits a wall or deadend.
  - a. Use the alternative direction key to move away from the wall.
- 2) Player falls down a pitfall
  - a. Goes to a gameover screen.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player sees an obstacle, wants to get past it.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The player sees an obstacle, and is able to jump over it using his character.

**Main Success Scenario:**

- 1) Player finds themselves in front of a pitfall.
- 2) Player moves in the direction of the pitfall, and presses key associated to jump.
- 3) The character on the screen jumps over the pitfall.
- 4) The character lands on the other side, and the player continues to the next part of the level.

**Extensions (or Alternative Flows):**

- 1) Player falls into the pitfall
  - a. The player respawns at a checkpoint
  - b. The player will move the character back to the pitfall
- 2) The Player needs to jump on a higher platform
  - a. The player moves in the direction of the platform
  - b. The player presses the jump key
  - c. The character on the screen jumps
  - d. The character lands on the higher platform

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The character is incapacitated, and the player must be able to restart.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The character dies in game, and a gameover screen pops up and gives the player a chance to restart from a checkpoint or close the game.

**Main Success Scenario:**

- 1) The character falls off the stage.
- 2) The screen changes, and prompts the gameover screen.
- 3) Player is given the options of returning to the latest checkpoint, or quitting.
- 4) Player chooses last checkpoint, and his character is transported to the checkpoint.

**Extensions (or Alternative Flows):**

- 1) Player chooses quit.
  - a. Go through steps 1-3 in main scenario.
  - b. Player chooses quit, instead of returning to last checkpoint.
  - c. Gameover screen becomes darker.
  - d. The game returns to the title menu.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player may have to do something away from the game, so he needs to be able to freeze the game.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The player hits the pause button/key, and the game freezes, leaving it exactly how it before he hit the key.

**Main Success Scenario:**

- 1) Player is currently playing the game.
- 2) The player has to do something outside of the game (unrelated to the game)
- 3) He presses the pause button/key.
- 4) The game freezes at that instance, and the player can come back to it when he is ready.
- 5) The player unpauses the game, and the player continues where he left off.

**Extensions (or Alternative Flows):**

- 1) The player doesn't unpause the game.
  - a. The player does steps 1-4.
  - b. The player doesn't unpause the game by hitting the pause key again.
  - c. The game stays paused indefinitely.
- 2) The player picks an option on the menu
  - a. Return to title screen
    - i. Player picks this option
    - ii. Game returns to title screen
  - b. Restart level
    - i. Player picks this option
    - ii. Level is restarted

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – Wants to increase the speed of the character in the game

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The character in the game uses dash successfully and jumps over pit fall instead of falling to his death

**Main Success Scenario:**

- 4) Player pushes key associated with dash
- 5) The character on the screen increases speed
- 6) The character jumps with the increased speed
- 7) They are able to reach the other side of the pitfall.

**Extensions (or Alternative Flows):**

- 3) Player doesn't jump
  - a. The player falls to their death at an increased speed
- 4) Player dashes on ground
  - a. The player uses dash to traverse level faster.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – Wants to be able to continue as close to the goal as possible if he dies

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The character dies, and respawns at a checkpoint.

**Main Success Scenario:**

- 1) Player object collides with the checkpoint object.
- 2) The checkpoint stores id, room, x and y coordinates into global variables.
- 3) Player falls off the level, and dies in game.
- 4) The Player respawns from the variables the checkpoint object stored.

**Extensions (or Alternative Flows):**

- 5) Player doesn't reach a checkpoint.
  - a. The player falls down the level and dies in game.
  - b. The player is respawned at the beginning of the level.
- 6) Player passes through another checkpoint.
  - a. The checkpoint rewrites id, room, x and y coordinates of that checkpoint object.
  - b. The player falls off level, and dies in game.
  - c. The player respawns in the most recent checkpoint touched.

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**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player may have to do something away from the game, so he needs to be able to freeze the game.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The player hits the pause button/key, and the game freezes, leaving it exactly how it before he hit the key.

**Main Success Scenario:**

- 6) Player is currently playing the game.
- 7) The player has to do something outside of the game (unrelated to the game)
- 8) He presses the pause button/key.
- 9) The game freezes at that instance, and the player can come back to it when he is ready.
- 10) The player unpauses the game, and the player continues where he left off.

**Extensions (or Alternative Flows):**

- 3) The player doesn't unpause the game.
  - a. The player does steps 1-4.
  - b. The player doesn't unpause the game by hitting the pause key again.
  - c. The game stays paused indefinitely.
- 4) The player picks an option on the menu
  - a. Return to title screen
    - i. Player picks this option
    - ii. Game returns to title screen
  - b. Restart level
    - i. Player picks this option
    - ii. Level is restarted
  - c. Restart at checkpoint
    - i. Player picks this option
    - ii. Level is restarted from the last checkpoint

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player wants to upload his score.

**Success Guarantee (or Postconditions):** The player encounters a Game Over, and uploads the score. He can check the score by going to the website or if he is lucky to be in the top five, get the top score by hitting key 'g'.

**Main Success Scenario:**

- 1) The player dies, and the game ends with a Game Over.
- 2) The player presses the 'u' key and his score before game over is uploaded to the online scoreboard.
- 3) If it is successful, the player will get a dialog box that says success.

**Extensions (or Alternative Flows):**

- 1) The player uploads his score and wants to check his score and is in the top 5.
  - a. The player presses 'g' and sees his score.
- 2) The player wants to see his score but is not in the top 5.
  - a. The player presses 'w' and is redirected to a website to find his score.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player needs obstacles, hitting the spikes means instant death.

**Success Guarantee (or Postconditions):** The player hits the spikes, goes to the game over screen.

**Main Success Scenario:**

- 1) The player jumps, but doesn't jump far enough.
- 2) The player collides with the spikes.
- 3) The game goes to the gameover screen.

**Extensions (or Alternative Flows):**

- 1) The player jumps over the spikes
  - a. The player avoids death, and continues on with the game.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – The player wants more points, and treasure is one of the best way to rack them up.

**Preconditions:** Start up the game, from the title screen.

**Success Guarantee (or Postconditions):** The player opens the chest, and gets treasure which is added to score.

**Main Success Scenario:**

- 1) The player moves to where a chest is at.
- 2) When collided the game prompts the user to open the chest
- 3) The player hits the action button, and the chest opens turning green
- 4) The treasure is converted to points, and it is added to his total

**Extensions (or Alternative Flows):**

- 1) The player moves past the treasure chest.
  - a. He doesn't get any points added to his total score.

**Scope:** Video Game

**Level:** user goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player – Needs an account to be able to post his scores online.

**Preconditions:** Start the game up.

**Success Guarantee (or Postconditions):**

**Main Success Scenario:**

- 1) The game prompts the player to enter his username
- 2) The player enters his username
- 3) The game prompts the player to enter his password
- 4) The player enters his password
- 5) The game accepts his password and goes to the title screen.

**Extensions (or Alternative Flows):**

- 1) The player doesn't have an account.
  - a. The player hits the alt key after being prompted for a username and password.
  - b. The player is again prompted to enter a username he'd like to use and password.
  - c. After doing so, the player will press the alt key again to go back to the login screen.