**System Sequence Diagrams**

**Fully Dressed Use Cases**

**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
   1. The player respawns at a checkpoint
   2. The player will move the character back to the pitfall
2. The Player needs to jump on a higher platform
   1. The player moves in the direction of the platform
   2. The player presses the jump key
   3. The character on the screen jumps
   4. The character lands on the higher platform

**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 your reach your goal.

**Extensions (or Alternative Flows):**

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

**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.
   1. Go through steps 1-3 in main scenario.
   2. Player chooses quit, instead of returning to last checkpoint.
   3. Gameover screen becomes darker.
   4. 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.
   1. The player does steps 1-4.
   2. The player doesn’t unpause the game by hitting the pause key again.
   3. The game stays paused indefinitely.
2. The player picks an option on the menu
   1. Return to title screen
      1. Player picks this option
      2. Game returns to title screen
   2. Restart level
      1. Player picks this option
      2. Level is restarted

**System Sequence Diagrams**

1. **Move** –
   1. *Basic:*



* 1. *Alternative:*



1. **Jump** –
   1. *Basic:*



* 1. *Alternative:*



1. **Pause** –
   1. *Basic:*



* 1. *Alternative:*



1. **Gaveover** –
   1. *Basic:*



* 1. *Alternative:*

