## Use-Case 3: Continue an existing game: End Goal

### 3.1 High Level Description

#### 3.1.1 User end goal story:

When the user

Wants to take their turn on a game they started previously

They press on the game description in the Pregame Scene

So that the application will open the game in the correct state

#### 3.1.2 Event-response story

When the user presses on the game description in the Pregame Scene

It causes the application to ask the server for the current game data for the game number corresponding to the button they pressed.

The game data is passed to the application

So that a new round can be started for the player where questions are asked from either the remaining question pool or the started or an existing game’s round 1 is completed

### 3.2 Trigger

The user presses on the game description in the Pregame Scene

### 3.3 Actors

#### 3.3.1 User

The user presses on the game description in the Pregame Scene, then plays the round

#### 3.3.2 Let’s Quiz Server – Ongoing games table

The application will ask the server for the game data relating to the game description that was pressed. The game data will include the question pool to draw questions from and information on how the users opponent did during the round.

### 3.4 Stakeholders

#### 3.4.1 User

The user requires the app to run the game as expected and in the event of an error gracefully back out

#### 3.4.2 Let’s Quiz Server

The device needs to be able to access the online database to check user details and game data.

#### 3.4.3 User’s phone

The user’s phone needs to allocate memory and give the application the correct permissions to operate as required.

#### 3.4.4 Game Opponent

The other player, is a stake holder. The user’s score, questions the user has been asked and what answers they gave will all affect the opponent’s game.

### 3.5 Related Use Cases

#### 3.5.1 Start application

In this use case the application is already started, the user has logged in not using a guest account. This use case is dependent on the Let’s Quiz Server being in a useable state.

### 3.6 Pre-conditions

3.6.1 The user has started the application

* + 1. The user has logged in not using a guest account

3.6.3 The has selected Play Game from the Main Menu

3.6.4 There is an open internet connection

### 3.7 Post Conditions

#### 3.7.1 Minimal guarantee

Give an error message to the user so they can rectify the problem, or upon an unrecoverable error the application will safely terminate and the user can restart it.

#### 3.7.2 Success guarantee

The application retrieves the relevant game data from the server and the user plays the appropriate round. The use case ends in the Post Game Scene.

### 3.8 Normal Flow

The use case begins when the user presses on the game description for the game they wish to return to in the Pregame Scene

|  |  |
| --- | --- |
| Actor | System |
| 1. The user presses on the game description they wish to return to | 1. The app will connect to the Let’s Quiz server and retrieves the game data attached to the game number they just pressed 2. A new round is started 3. The user is Player1 4. The application asks the user a random question from the unasked question pool and provides 4 possible answers |
| 1. The user chooses the answer they think is correct | 1. The selected answer is checked to see if it is correct (TRUE) 2. The selected answer is highlighted in green, 10 points are added to the users score 3. The round timer reaches zero 4. The application ends the round 5. The Ongoing games table is updated with the results of the game 6. The Post Game Scene is loaded |

The use case ends.

### 3.9 Alternate Flows

#### 3.9.1 No connectivity to the Let's Quiz Server

If at step 1 of the normal flow it is not the users turn

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 1.1 The game description will be in red and the button it represents will not be intractable. Nothing will happen |
|  |  |
|  | Normal Flow will continue from step 1 |

#### 3.9.2 No connectivity to the Let's Quiz Server

If at step 2 of the normal flow the app cannot connect to the Let’s Quiz Server

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 2.1 A popup message alerts the user to the error  2.2 The application gracefully exits to the main menu |
|  |  |
|  |  |

#### 3.9.3 The user is Player2

If at step 4 of the normal flow the user is Player2

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 4.1 User is Player 2  4.2 The user is asked questions in order from the asked questions pool and 4 possible answers are presented |
|  |  |
|  | Normal flow will continue from step 6 |

#### 3.9.4 The user selects an incorrect answer

If at step 7 the selected answer is incorrect

|  |  |
| --- | --- |
| **Actor** | **System** |
|  | 8.1 The selected answer is highlighted in red, the correct answer is highlighted in green, 5 points are subtracted from the users score |
|  |  |
|  | Normal flow will continue from step 9 |

#### 3.9.5 The user selects an incorrect answer

If at step 9 the round timer has not reached zero

|  |  |
| --- | --- |
| **Actor** | **System** |
|  |  |
|  |  |
|  | Normal flow will continue from step 5 or 3.3 depending if the user is Player1 or Player2 |

### 3.10 Exception Flows

None

### 3.11 Key Scenarios

#### 3.11.1 Return to existing game as Player1

3.11.1.1 The user presses on the game description they want to return to

3.11.1.2 The application queries the server for game data related to the game description the user pressed

3.11.1.3 The application opens a new round

3.11.1.4 The user is asked random questions from the remaining question pool

3.11.1.5 The user answers the questions and is given a score as they answer correctly or incorrectly

3.11.1.6 The questions are stored as asked questions; the questions are removed from the remaining question pool

3.11.1.7 The round timer runs out

3.11.1.8 The application ends the round

3.11.1.11 The Post Game Scene is loaded

3.11.1.11 The game data is uploaded to the server

3.11.1.12 Push notification is sent to the other player

#### 2.11.2 Join an existing game that needs an opponent

3.11.2.1 The user presses on the game description they want to return to

3.11.2.2 The application queries the server for game data related to the game description the user pressed

3.11.2.3 The application opens a new round

3.11.2.4 The user is asked the questions saved in the game data as asked questions in order until they run out at which time the user will be asked random questions from the remaining questions pool

3.11.2.5 The user answers the questions and is given a score as they answer correctly or incorrectly

3.11.2.6 The round timer runs out

* + - 1. The application ends the round

3.11.2.8 The Post Game Scene is loaded

3.11.2.9 The game data on the server is updated

### 3.12 Other Quality Requirements

#### 3.12.1 Internet connection

The application needs to be able to communicate with the Let’s Play Server