Use Case: Play Game

# Brief Description

The goal of this use case is to play the spelling game. The user drags letters into slots to spell a word that describes a picture shown.

# Included Use Cases

None

# Preconditions

Program is installed.

Program is on the spelling game screen.

Student profile has been created and selected in student screen.

# Flow of Events

## Basic Flow – A student plays the game until it ends after 10 words.

1. This use case begins when the user accesses the spelling game page.
2. The system creates the first word and picture.
3. The user drags letters into the spaces until the word describing the picture is spelled correctly.
4. The system stores the word in the history of the current student.
5. The system displays a new word and picture.
6. The user continues spelling words until there are 10 words spelled.
7. After 10 words, the screen goes back to the student page, where the user may choose to begin the game again.
8. The use case ends.

## Alternative Flows

None

## Exception Flows

None

# Additional Detail

None

# Requirements

None

# Post-conditions

1. The system has stored a history of the game played, which is linked to the current student.

# Notes & Open Issues

None

# Out of Scope (Future Functionality)

### More Games

Future installments of games would require this Use Case to be further specified and/or expanded.

### Timer

A timer could be added permanently or optionally to encourage students to progress.

# Appendix A – Data Definition for Play Game

Play Game:

| **Field Name** | **Description** | **Type** | **Valid Values** | **Default** | **Business Rules** |
| --- | --- | --- | --- | --- | --- |
| Teacher | Teacher's name. | Text | N/A | N/A | Teacher names must be unique. |
| Student | Student's name. | Text | N/A | N/A | Student is assigned to a teacher. Student names must be unique. |
| Words | Words available to be spelled. | Text | N/A | N/A | Has the spelling of the word in all available languages. |
| History | History of spelled words. | Text | N/A | N/A | Consists of words spelled during the game. |

# Appendix B – UI Prototypes for Play Game

# Appendix C – State Machine for Play Game