**Use Case: Start Game**

# Brief Description

The goal of this use case is for the teacher to start the game for a student.

# Included Use Cases

None

# Preconditions

Program is installed.

Program is on the start screen.

Teacher profile has been created. (See “Change Teacher”)

Student profile has been created. (See “Change Student”)

# Flow of Events

## Basic Flow – The game is displayed

1. This use case begins when the teacher accesses the start screen.
2. The teacher selects the student screen.
3. The system displays the existing teachers.
4. The teacher selects the teacher the student is added under.
5. The system displays the teacher’s existing students.
6. The teacher selects the student that will play the game.
7. The system displays the currently available games.
8. The teacher selects the game.
9. The system creates the game and displays it.
10. The use case ends.

## Alternative Flows

None

## Exception Flows

None

# Additional Detail

See appendices below.

# Requirements

None

# Post-conditions

1. The system is displaying the game screen.

# Notes & Open Issues

None

# Out of Scope (Future Functionality)

## Student Login

It may be more desirable for students to start their own game. (Further authentication would be required.) If many students are to be playing the game simultaneously in the same classroom, it could be unreasonable for a teacher to start the game for each student.

# Appendix A – Data Definition for Start Game

Start Game: Data Definition

| **Field Name** | **Description** | **Type** | **Valid Values** | **Default** | **Business Rules** |
| --- | --- | --- | --- | --- | --- |
| Teacher | Teacher’s name. | Text | N/A | N/A | View only. 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. |

# Appendix B – UI Prototypes for Start Game

Start Game: UI Prototype