**Use Case: Start Game**

# Brief Description

The goal of this use case is to start the game.

# Included Use Cases

None

# Preconditions

Program is installed.

A teacher has been added to the system. (See “Change Teacher”)

A student has been added to the system. (See “Change Student”)

# Flow of Events

## Basic Flow – The game is started

1. This use case begins when the user tells the system to start the game.
2. The system displays the existing teachers.
3. The user selects the teacher that the student is registered under.
4. The system displays the existing students under the selected teacher.
5. The user selects the student that will be playing the game.
6. The system displays the currently available games and languages. (See 9.)
7. The user selects the language and game.
8. The system starts a history record for the current student.
9. The system displays the game.
10. The use case ends.

## Alternative Flows

None

## Exception Flows

None

# Additional Detail

See appendices below.

# Requirements

None

# Post-conditions

1. The game is started for the selected student.
2. The system has started a history of the game played, which is linked to the selected student.

# 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.

## More Games

More games are likely to be introduced during the development lifecycle. As such, extensibility is an ongoing implementation factor.

# 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. |