Computer Science 2005

Group 11 Iteration 2 Fully Dressed Use Case Description

Start/Stop/Reset Timer

Primary Actor: User and those playing with

Stake Holders and Interest:

> User and other players – want to make sure they get a chance to complete their move as well as to make sure all moves are fair.

Pre-Conditions:

> Timer must be stopped and put at the maximum time value

Post-conditions:

> Players able to count and see turns play out better.
> Timer will be reset after each use by a player
> A player's turn will be completed

Main Success Scenario:

Building off of other use cases and assuming that a game has already been started and a move has been started****

1. A Player starts the timer with the given UI
2. UI sends input to system which starts the timer countdown
3. At the moment the countdown starts the player is allowed and will start to make moves
4. If the player has not finished making their moves the system will give a warning when a specified number of seconds are left
5. The system finished the countdown and alerts the user
6. If the round is not over the timer resets
7. A new player restarts this process

Alternative Flows:

> At any point of the process players can choose to save and exit which will close the game

> If a player finished their moves before the timer resets the timer will reset by itself and the next player will go if the round has not finished

Exceptions:

> If the game freezes/lags in any way the systems timer may continue but a player will not be able to move or see the timer which will mean their turn is cut short. We could solve this by putting an undo button in but we thought this would be cause for cheating or a way to have a "practice turn" before your actual turn. So, we decided to not put any undo or reset button in.

Special Requirements:

> N/A

Open Issues:

> N/A