

Hangman Game Use Cases

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1DV600

UC 1: Main Menu

Precondition: the player is at the main menu screen.

Postcondition: the player is playing the game.

1. Player wants to play the game.
2. System presents the main menu.
3. Player selects "New Game."
4. System presents the category selection screen.
5. Player selects their desired category.
6. System presents the game screen (see UC 2).

Alternate Scenarios:

3.1 Player selects "Quit Game."

1. System asks player to confirm they want to quit.
2. Player selects yes. System closes.
- 2.1 Player selects no. System does not close.

UC 2: Play Game

Precondition: the player is on the game screen.

Postcondition: the player is at the win/lose screen.

1. Player wants to guess all the letters of the phrase.
2. System presents the phrase.
3. Player selects the letter they want to guess.
4. System reveals instances of that letter in the phrase.
5. Player selects letters until the game is over (goto 3).
6. System presents the player with the win screen (see UC 3).

Alternate Scenarios:

4.1 Player selected a letter that is not in the phrase.

1. System displays another limb of the hanging man.

6.1 Player has not successfully revealed the entire phrase.

1. System presents the player with the game over screen (see UC 4).

UC 3: Win Screen

Precondition: The player just won the game and is on the win screen.

Postcondition: The player is playing again.

1. Player wants to play the game again.
2. System presents win screen menu.
3. Player selects "Play Again."
4. System presents the player with the game screen (see UC 2).

Alternate Scenarios:

3.1 Player instead wants to quit game and selects "Quit Game."

1. System prompts player for confirmation.
2. Player confirms they want to quit the game.
3. System closes the application.

UC4: Lose Screen

Precondition: The player just lost the game and is on the lose screen.

Postcondition: The player is playing again.

5. Player wants to play the game again.
6. System presents win screen menu.
7. Player selects "Play Again."
8. System presents the player with the game screen (see UC 2).

Alternate Scenarios:

3.1 Player instead wants to quit game and selects "Quit Game"

1. System prompts player for confirmation.
2. Player confirms they want to quit the game.
3. System closes the application.