

David Landry  
CS 290

An example use case for Sink The Fleet

Use Case Component	Description	
Use Case ID	STF Win 1	
Use Case Name	Winning the game	
Goal in Context		
Scope	System	
Level	Primary task	
Primary Actor	Player 1	
Preconditions	The grid is properly set up and all input is in bounds.	
Success End Condition	Player 1 is declared the winner.	
Failed End Conditions	Player 2 is declared the winner or the game somehow exits before completion.	
Trigger	Ships are in place and the game has started.	
<b>Main Success Scenario</b>  <b>A: Primary Actor</b> <b>R: Secondary Actor</b> <b>S: System</b>	<b>Step</b>	<b>Action</b>
	1	S: Displays player 1's hit miss grid and prompts player 1 to fire at coordinates
	2	A: Fires at an enemy ship.
	3	S: Records the hit and displays the updated player hit miss grid.
	4	S: Declares that player 1 can fire again!
	5	A & S: Repeat steps 2-4 until all of player 2's ships are sunk
	6	R: sob
	7	S: Display player 2 as the winner and ask if we'd like to play again.
	8	R: press 'N' and storm out of the room.
<b>Extensions</b>	3a	A: Misses
	4a	S: Player 2's turn
	6a	R: Has a surprise victory.
<b>Priority</b>	Critical	
<b>Response Time</b>	No more than 10 minutes	
<b>Frequency</b>	1 game at a time	
<b>Secondary Actors</b>	Player 2	
<b>Channels to Secondary Actor</b>	Presumably in the same room as player 1.	
<b>Date Due</b>	8 June 2017	
<b>Completeness Level</b>	1.0	
<b>Open Issues</b>	None	