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CS 290

An example use case for Sink The Fleet

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| **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. | |
| **Main Success Scenario**  **A: Primary Actor**  **R: Secondary Actor**  **S: System** | **Step** | **Action** |
| 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. |
| **Extensions** | 3a | A: Misses |
| 4a | S: Player 2’s turn |
| 6a | R: Has a surprise victory. |
| **Priority** | Critical | |
| **Response Time** | No more than 10 minutes | |
| **Frequency** | 1 game at a time | |
| **Secondary Actors** | Player 2 | |
| **Channels to Secondary Actor** | Presumably in the same room as player 1. | |
| **Date Due** | 8 June 2017 | |
| **Completeless Level** | 1.0 | |
| **Open Issues** | None | |