Use Case Name: Select Any Node

Brief Description:

User need to light the first Node to start the game

Actors: Game Player

Basic Flow:

1. GamePlayer launches the project in Greenfoot and clicks on run
2. GamePlayer is prompted with instruction screen, he reads the screen
3. Gameplayer clicks next and gets the next section of instruction and theme
4. GamePlayer enters his/ her name and then hits Play
5. GamePlayer gets to wait until the other player joins the game to compete
6. GamePlayer then gets the game screen, clicks on any one node to select the node and starts the game. One fuel card gets selected when player clicks on a node
7. GamePlayer then proceeds with selecting the next path to follow to complete the charging of a spaceship, by collecting all fuel cards, to complete the game

Alternate Flow:

GamePlayer realizes that he wants other node to pick first and decides to relaunch the game in Greenfoot

Preconditions:

GamePlayer has read the instructions and knows about the rules of the game

Success Gaurantee:

The possible paths are highlighted to select one of them. The color of the node changes to blue.

Minimal Gaurantee:

If GamePlayer cliked on wrong place then nothing happens, he can try selecting a node again