
Score Attack Game

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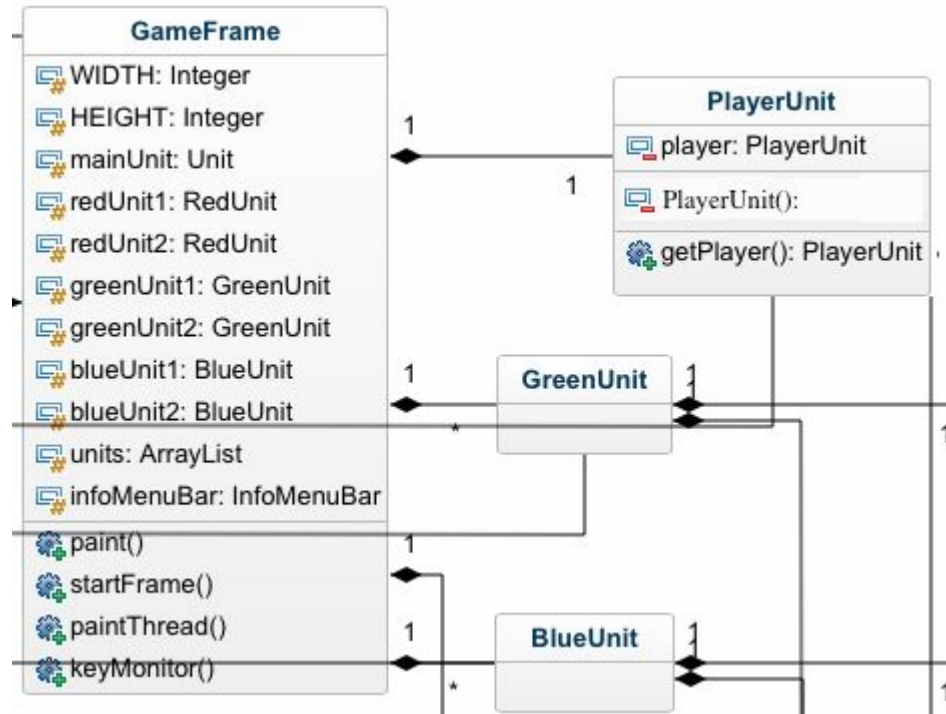
Demo

Use CaseID:	UR-008				
Use Case Name:	Start new Game				
Description:	User should be able to start game by clicking start.				
Actors:	Player				
Pre_conditions:	Game has been opened and main menu runs successfully.				
Post_conditions:	New Game Frame opened successfully, player can start playing game.				
Frequency of Use:	Every time start new game.				
Flow of Events:	<table> <tr> <th>Actor Action</th><th>System Response</th></tr> <tr> <td>1 Click on the new game.</td><td>New game appears.</td></tr> </table>	Actor Action	System Response	1 Click on the new game.	New game appears.
Actor Action	System Response				
1 Click on the new game.	New game appears.				
Variations:	Game gets stuck in main menu.				
Exceptions:					
Developer Notes:					

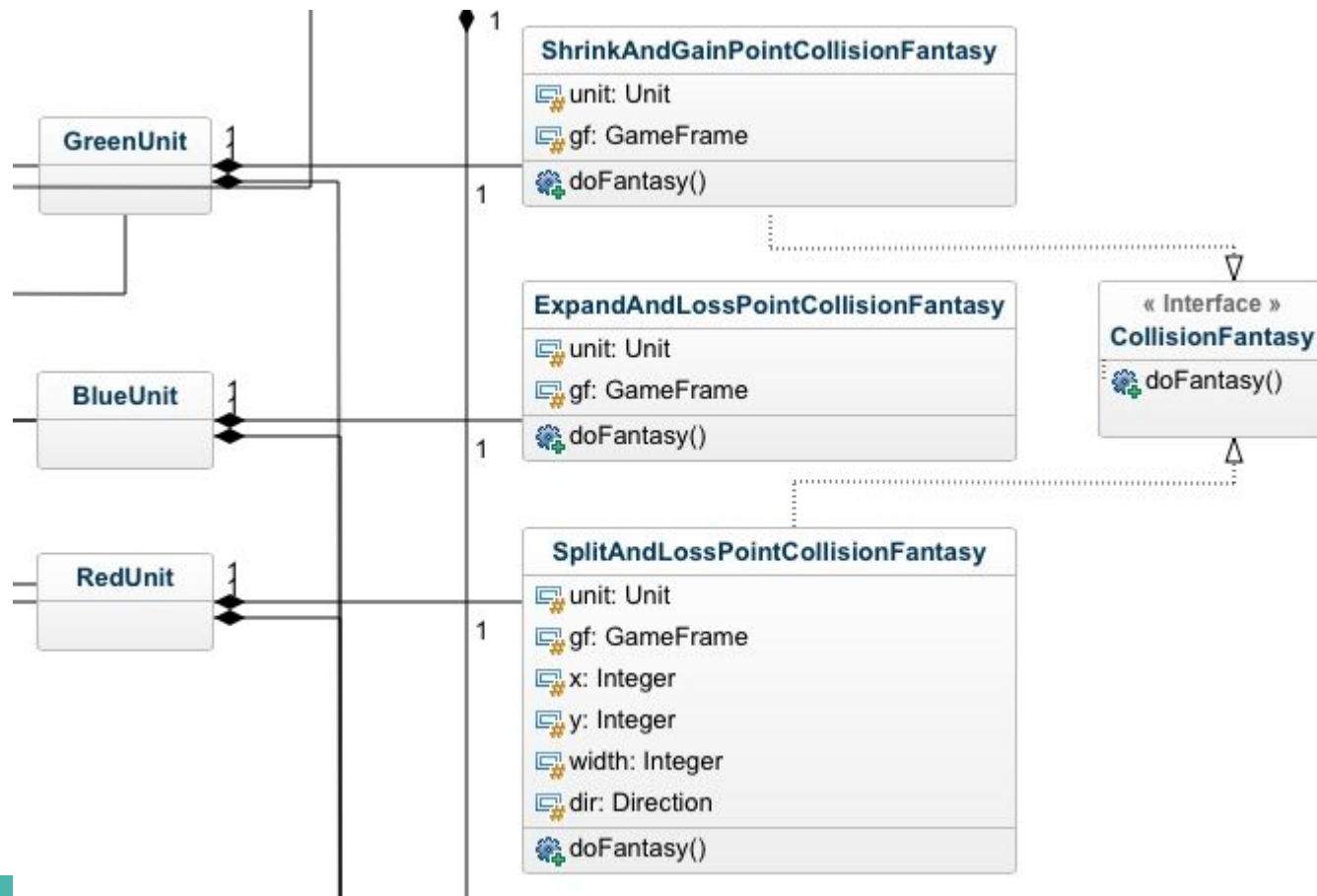
Use CaseID:	UR-010						
Use Case Name:	Highest score saving						
Description:	User should be able to save highest score automatically when he start game.						
Actors:	Player						
Pre_conditions:	Player get a highest score						
Post_conditions:	The highest score stored in database automatically						
Frequency of Use:	Every time a player get the highest score based on his record						
Flow of Events:	<table> <tr> <th>Actor Action</th><th>System Response</th></tr> <tr> <td>1 Get a new score</td><td>Return true if this score is the highest score</td></tr> <tr> <td>2 Update the highest score</td><td>Change the highest score to this new score</td></tr> </table>	Actor Action	System Response	1 Get a new score	Return true if this score is the highest score	2 Update the highest score	Change the highest score to this new score
Actor Action	System Response						
1 Get a new score	Return true if this score is the highest score						
2 Update the highest score	Change the highest score to this new score						
Variations:	Database messed up						
Exceptions:							
Developer Notes:							

Use CaseID:	UR-001								
Use Case Name:	Sign up								
Description:	User should be able to sign up for an account								
Actors:	Player								
Pre_conditions:	Game has been opened and main menu runs successfully.								
Post_ocndition s:	User successfully added to the database, show main screen with user name on it.								
Frequency of Use:	When a new user opens the game for the first time.								
Flow of Events:	<table> <tr> <th>Actor Action</th><th>System Response</th></tr> <tr> <td>1 Click on the game icon.</td><td>Game opens and main menu appears.</td></tr> <tr> <td>2 Type in a username</td><td>Database checks if it's a valid username</td></tr> <tr> <td>3 Type in a password</td><td>Sets the users password to what they wish for it to be. Returns to main menu</td></tr> </table>	Actor Action	System Response	1 Click on the game icon.	Game opens and main menu appears.	2 Type in a username	Database checks if it's a valid username	3 Type in a password	Sets the users password to what they wish for it to be. Returns to main menu
Actor Action	System Response								
1 Click on the game icon.	Game opens and main menu appears.								
2 Type in a username	Database checks if it's a valid username								
3 Type in a password	Sets the users password to what they wish for it to be. Returns to main menu								
Variations:									
Exceptions:									
Developer Notes:									

Design Pattern: Singleton



Design Pattern: Strategy



Things We Learned

- Hibernate
- Design patterns

Things We Can Do

- Online Database
- Music
- Level/Difficulty Setting