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| Use Case Name | Using API |
| Participating Actors | * Game Developer * API Object |
| Entry Condition | The game developer successfully downloads/includes the API in their project |
| Flow of Events | 1. The developer includes the API in their project 2. The developer uses the functionality of the API and attempts to access data from within their project 3. The API object obtains the data 4. The API object generates a visualization of the data based on the developers specification |
| Exit Condition | 1. The API successfully visualizes the given data 2. The developer decides to not use the API |
| Exceptions | * The API fails to visualize the data * The developer incorrectly uses the API   + Syntactically, semantically, etc. * The developer incorrectly includes the API * The download of the API fails |
| Special Requirements | * The developer is given extensive documentation (including examples) of how to properly use the API |

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| Use Case Name | Browsing Website |
| Participating Actors | * User * Web browser |
| Entry Condition | The GUI of the website is successfully loaded onto the users web browser |
| Flow of Events | 1. The user enters the URL belonging to the Learning Games website 2. The web browser sends a request to the specified server 3. The webpage is returned and loaded into the browser 4. The user is met with multiple options at the Home page:    1. View the “About” page which explains the purpose of the website    2. View the selection of available games to play 5. Upon choosing, the web browser sends a request for the new page 6. The new page is loaded onto the web browser for the user to view |
| Exit Condition | 1. The user closes the web browser 2. The web browser fails to load one of the options selected by the user 3. The server crashes |
| Exceptions | * The user enters the wrong URL * The server does not send the correct information to the web browser |
| Special Requirements |  |

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| Use Case Name | Playing Game |
| Participating Actors | * User * Game * API Object |
| Entry Condition | The user successfully navigates the webpage and selects a game to play |
| Flow of events | 1. The user selects the game of their choice 2. The data within the game is obtained by the API 3. A display window is created during gameplay 4. The API displays the inner workings of the game to the user 5. The user continues playing the game    1. API modifies the visualization based on the current state of the game |
| Exit Condition | * The user closes the browser * The user leaves the website |
| Exceptions | * The API fails to visualize the data |
| Special Requirements | * A brief description of how to play the game is presented to the user |