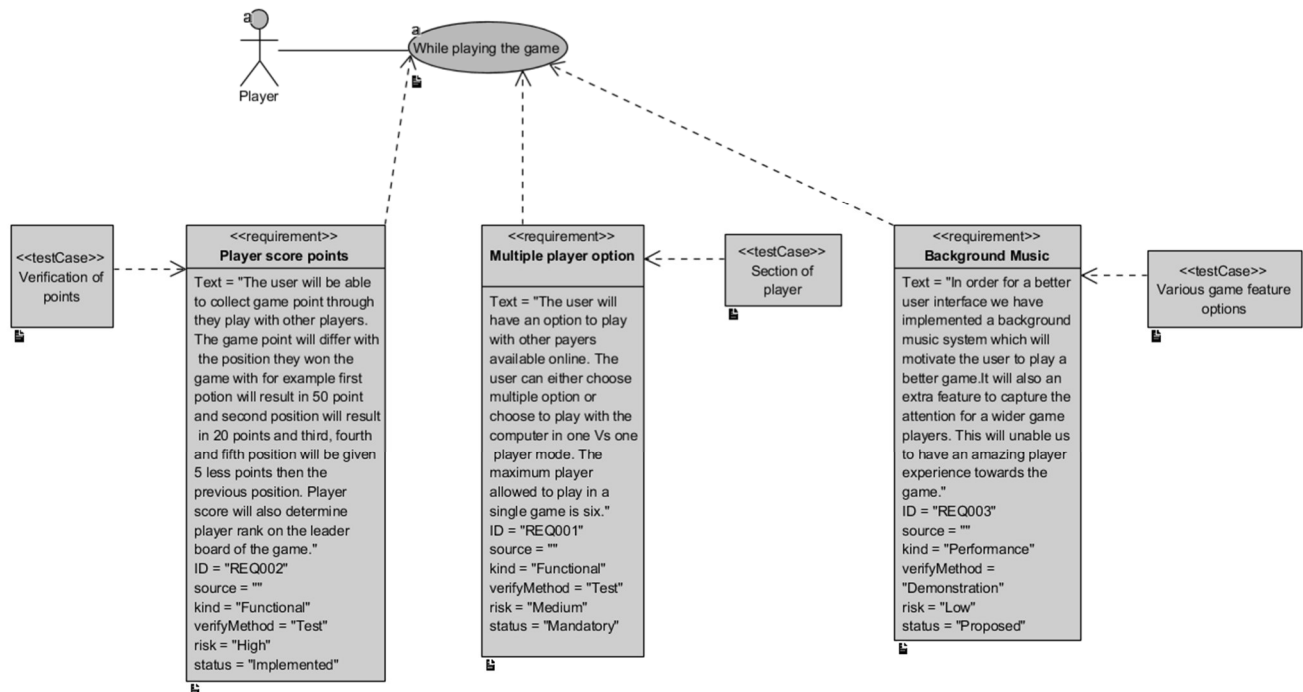


Design Review Report: Requirements Analysis Use Case

Use Case 1:



While playing the game

While playing the game the player will have an option to play a multiple player game, Background music/ with chatting options and game score count. The background music and chat option will be available on the top right corner of the game and the score option will be displayed on the bottom left corner of the game. The multiplier games allow the user to select up-to six players to play in the game.

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors Player

**Supporting
Actors**

Details

Level N/A

Complexity N/A

Use Case Status N/A

**Implementation
Status** N/A

Preconditions N/A

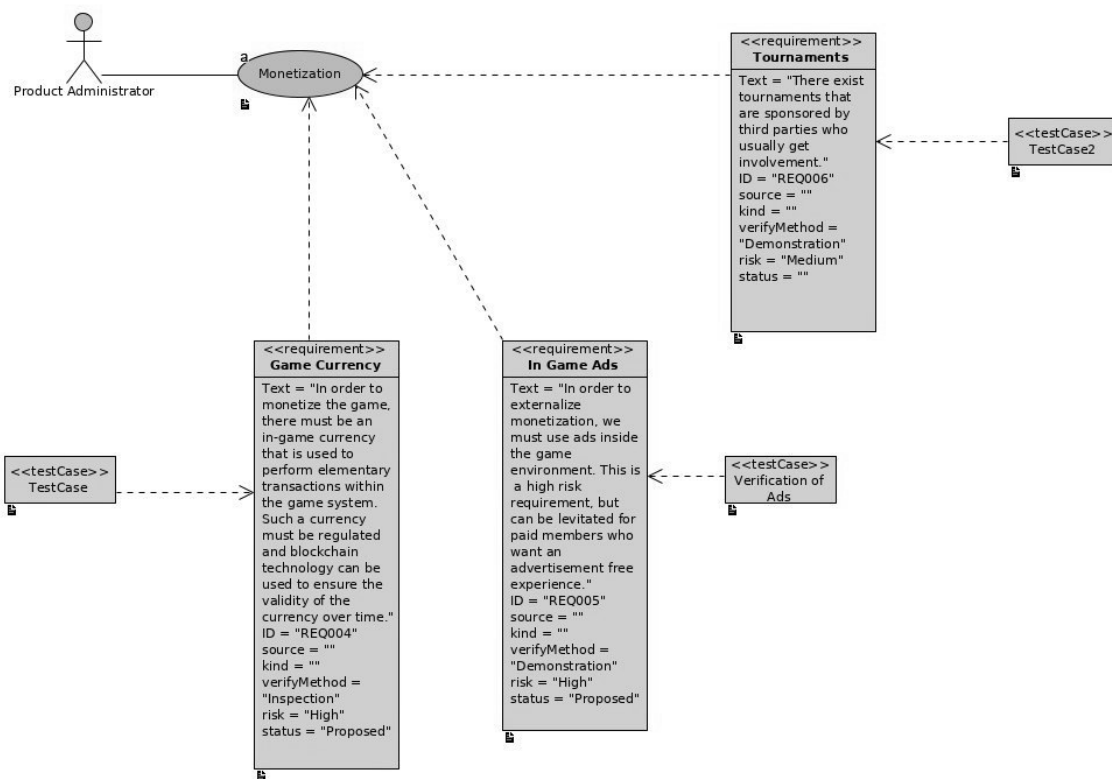
Post-conditions Multiple player option Background Music Player score points

Author N/A

Assumptions The user must be logged in to the game and must have a steady internet connection.

Use Case 2:

req Monetization /



Monetization

As a product administrator, we want to make money from the game. To that end, the players must have access to in game currency system that is tradable in the real world with real world existing currencies. There must be in-game ads that supplement this process and regular tournaments hosted by third party.

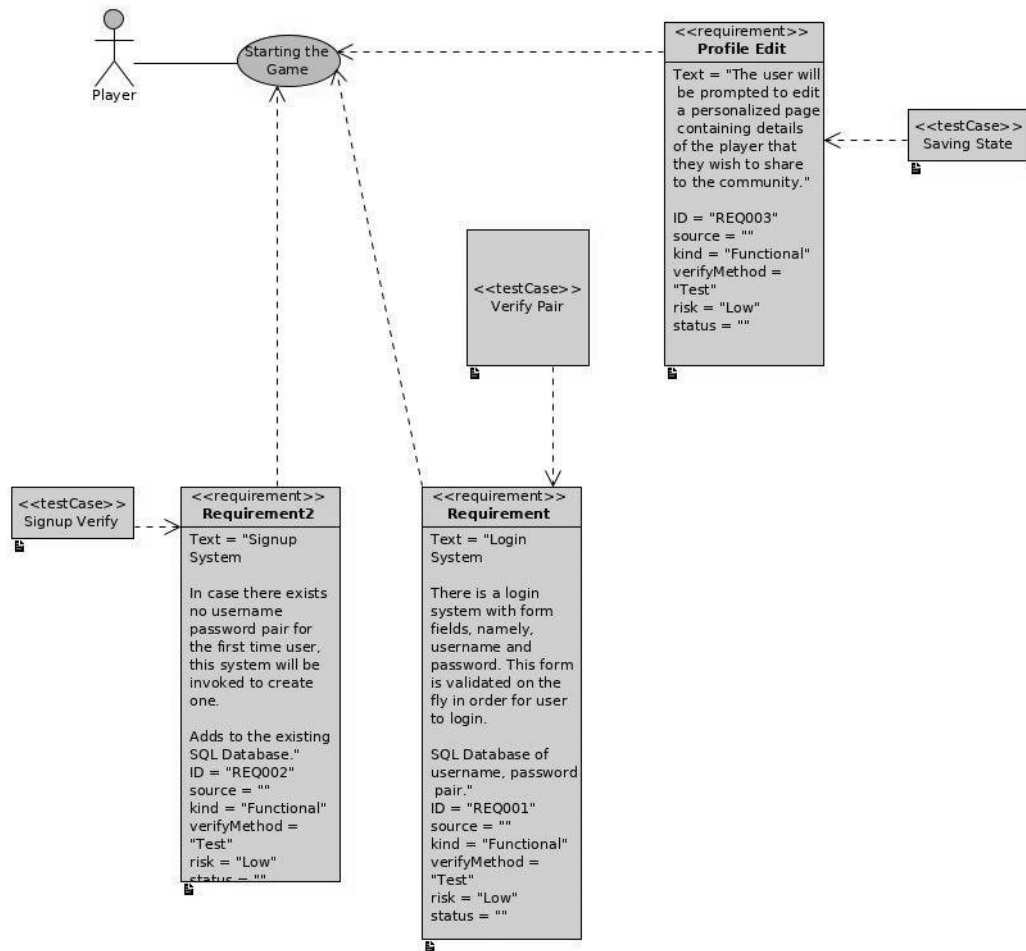
Information

Rank	Medium
ID	
Status	Unspecified
Justification	
Primary Actors	
Supporting Actors	

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	N/A
Post-conditions	TournamentsIn Game AdsGame Currency
Author	N/A
Assumptions	The game system must be working in order for monetization to occur.

Use Case 3



Starting the Game

The user enters the URL and ends up on the game landing page which has a signup and login button. They can then edit their profile.

Information

Rank	High
ID	
Status	Unspecified
Justification	
Primary Actors	
Supporting Actors	

Details

Level	N/A
Complexity	N/A
Use Case Status	N/A
Implementation Status	N/A
Preconditions	N/A
Post-conditions	LoginProfile EditSign up
Author	N/A
Assumptions	The user must be ready to play the game and set up his first time requirements.

Test case for each requirement:

Requirement 1:

Test case: Verification of points

- In this process the user point will, be stored in a database and every time the player logs in the point will be displayed with the player game name. Game point will also act like money they can be spent in the shop. The higher the point score the difficult the game mode.

Requirement 2:

Test case 2: Section of player

- The user has an option to select multiple players and this test will be done using a tutorial where players will be taught how to play this game and will be explained all the functionality of this game.

Requirement 3:

Test case 3: Various game feature options

- The music test will start from the beginning. When the player logs in the game will ask the player to select the type of music, he/she would like to listen through the game. The music will be either played from the default database or the user computer. The second feature connected to this test is the chatting box where players are allowed to talk to each other and comment on the game that they are playing and learn through each other's game experience.

Requirement 4

Test Case 4: Saving State:

Once the user saves the profile page, all the information must be stored in the database and signed by the user's security keys.

Requirement 5

Test case 5: Verify Pair:

Once the form data is sent to the server, it must be verified to exist in the database. Upon said verification, this test will pass. Else it will fail and prompt user to Sign-Up or try again.

Requirement 6

Test case 6: Sign up Verify:

This consists of a twostep verification process wherein the new pair of values is added into the database and then verified to be added using a database mechanism. The second part of the process is prompting the user to log-in. If the log-in works, then signup was completed successfully.

Requirement 7

Test Case 7: Descriptions for “Monetization”.

Tournament list test:

The tournament system can be set up by third parties that are approved. This can be a verification list.

Requirement 8

Test case 8: Verification of Ads:

In order to ensure fairness, the ads must be randomized. This can be performed by ensuring that ads are served on a random basis and not targeted.

Requirement 9

Test case 9: Currency Test:

The testing mechanism used will be based on Blockchain, which is good for currency implementations