Use Case Title - Start Game

Name - Start game

Brief Description - The scope of the start game is to enable the user to start the program and login as a player so as to keep track of your scores. The user has the option of playing without logging in but the game would not keep track of the user’s progress. The start of the game gives the user a welcome and checks for updates by the developers and it is upon the user to accept or decline the updates.

Actors - Game Players

Preconditions - The use case assumes the game is working and is running smoothly. The game can run with the existing computer specifications such as RAM, and hard drive space and will have no glitches.

Basic Flow -

The gameplayer goes to the start menu of the computer and clicks on the game to launch it. The system loads up and starts the game. A screen displaying the game checking for updates is shown and the user is prompted whether or not to install them. If the user says yes, the updates are installed first before the game begins. If the user says no, the earlier game of the version is loaded. A welcome page is then displayed by the system and the user is prompted whether or not to login. If the user chooses to login, his/ her details are entered into the leaderboard. If they choose not to login, there is no record of their scores kept. They then select their settings then the game is launched.

Alternate Flows - In addition, the user login can be used from one computer to another. The user enters their username and password and can keep moving up the leaderboard from whichever computer they choose. For extra security, they are asked a security question that allows private access to their progress.

Exception Flows - If the user enters the wrong login details, they won’t be able to be entered into the leaderboard and for all games played, the scores will not be recorded. If the game version is not compatible with the computer, the player will not be able to start the game.

Post Conditions - The user must click on Begin Game to actually start playing the game.

Use Case Title - Playing Game

Name- Playing Game

Brief Description - The next use case is playing game, the scope of this includes all requirements that take place during the process of “playing the game”. This includes but is not limited to; tile deck, shuffling, dealing, melds, and keeping score.

Actors - users engaged in this use case is all people playing the game.

Preconditions - All requirements assumed to be true at the start of the use case are the requirements in the use case “Start Game”.

Basic Flow - The basic flow this of playing the game is first the tile deck is shuffled, next the deck is dealt to players, following this the program will keep score based on the The players hands at the end of a round. This process will repeat for each hand until the game is over and on player is declared the winner.

Alternate Flows - The less common path the program could follow is one exit game and not save, and exit game while saving all data to be picked up at a later date.

Exception Flow - if the user fails to login, they will not get access to previously saved games, leaderboard scores, and be forced to play as a guest.

Post Conditions - The conditions needed to be met in order to complete the user case are game quit or game won.

Use Case Title - End Game

Name - End Game

Brief Description - When the game ends it should be saved and the leaderboard should be updated and at the end the game loops back to the start menu and the user should have the option of redoing all of this.

Actors - Players of the game

Preconditions - The game has to have ended, no one is playing anymore and the winners and losers are defined. Also to save the player has to choose to save the game.

Basic Flow - The game ends, the player is prompted with a question of if they would like to save. Depending on the answer to the previous prompt the game is saved. Then all of the players are shown a leaderboard and how they did it. Finally they are taken to the start menu where they can play again

Alternate Flow - When the player is taken back to the start menu they may logout. In this case they are logged out and taken back to the login screen.

Exception Flow - If there is an error something breaks when the game is already over. The game is already over and the scores exist. The leaderboard is updated and the user is immediately

Post Conditions - The user must select “end game” or the exit icon at the top right to finish the game. The user can also shut down the computer and it will automatically close the game.