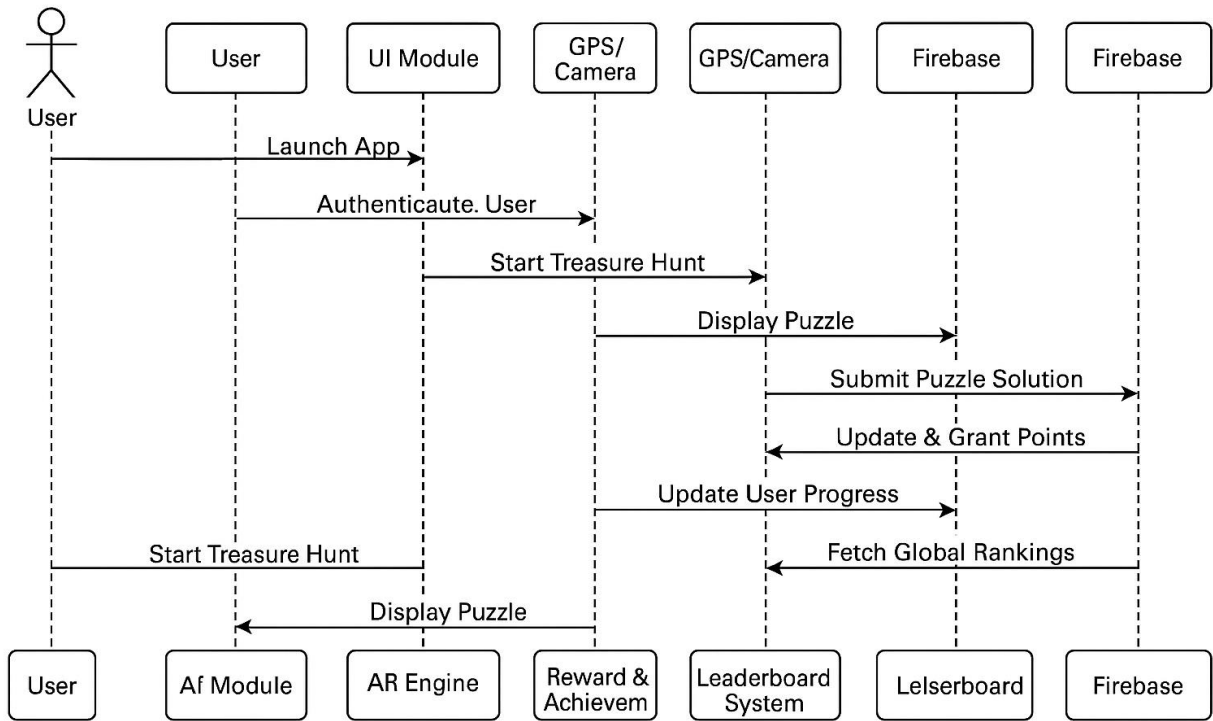


Fig: SEQUENCE DIAGRAM



FULLY DRESSED USE CASE

| | |
|-----------------------------------|---|
| Use Case | Play Game |
| Primary Actor | Player |
| Stakeholders and Interests | Player: Wants to engage in and complete a treasure hunt |
| Preconditions | The player is authenticated |
| Main Success Scenario | 1. Open the app. 2. Start the game. 4. Navigate to a location at locations. 5. View awarded earned rewards. 6. View updated leaderboard |
| Extensions | 2a. Player cancels starting the game 4a. Player fails to solve a puzzle 5a. Cannot navigate to local location |
| Frequency of Use | Multiple times a day |
| Open Issues | None |

COMMUNICATION DIAGRAM

