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SP22-BSE-127

Project Title: Adventure Hunt Puzzle

Actors:

- * Player
- * Game System

Use Cases:

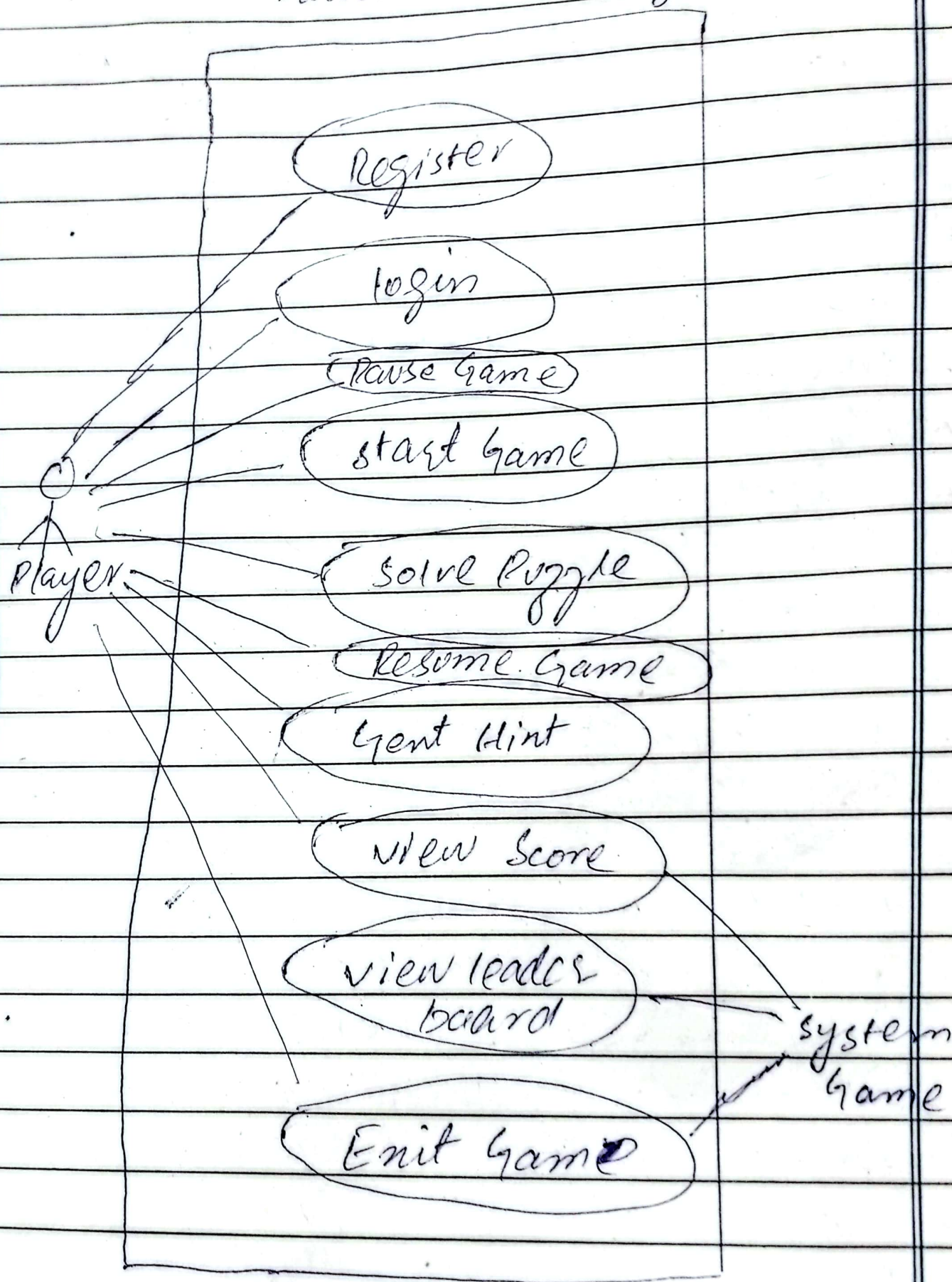
- * Register Player
- * Login Player
- * Start Game
- * Solve Puzzle
- * Get Hint
- * View Score
- * View Leaderboard
- * Exit Game
- * Pause Game
- * Resume Game

Relationships:

- * Player → Register Player
- * Player → Login Player
- * Player → Start Game
- * Player → Solve Puzzle
- * Player → Get Hint
- * Game System → View Score
- * Game System → View Leaderboard

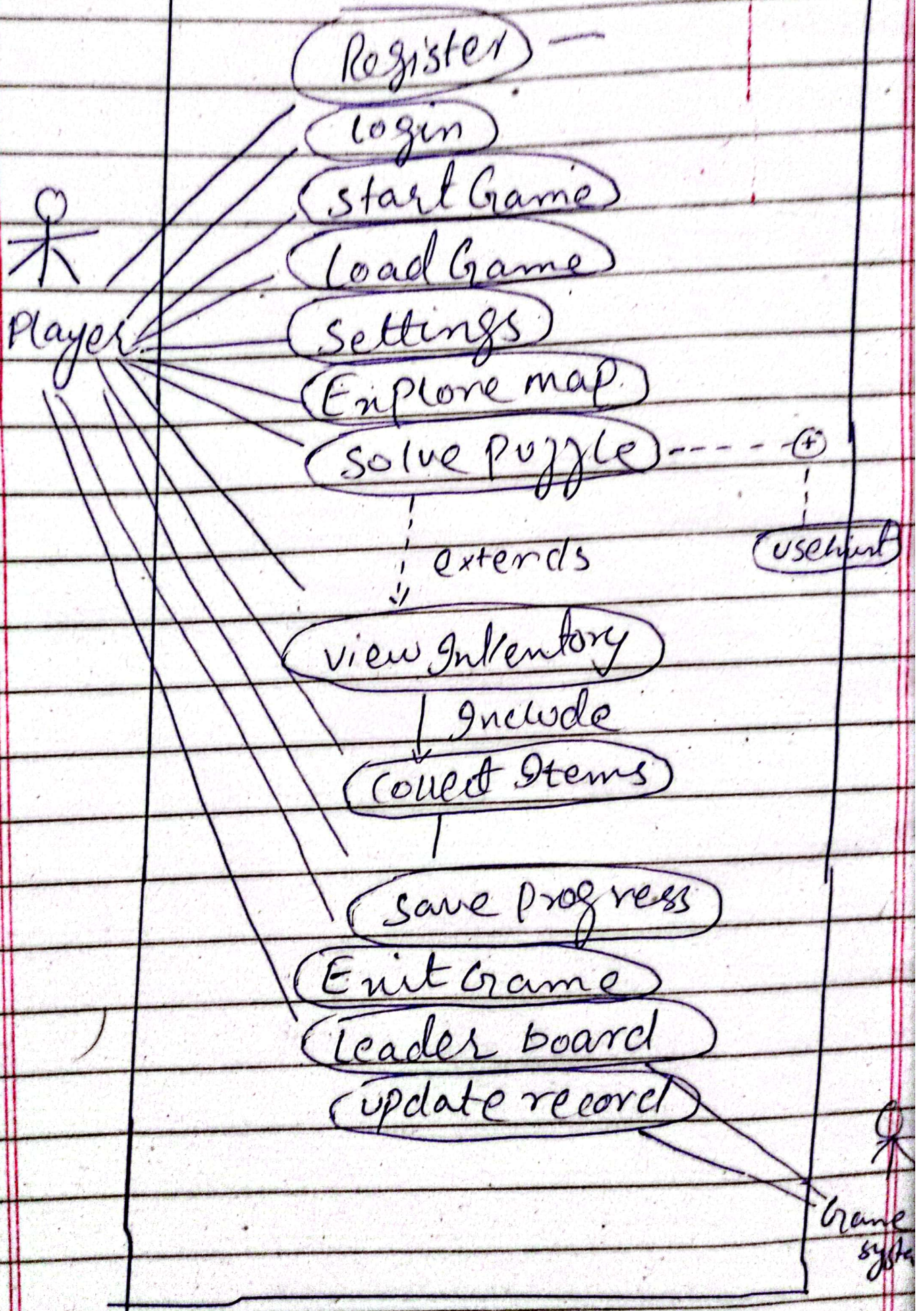
Diagram:

Adventure Hunt Puzzle



Use Case Diagram

Fully Dressed Use Case



SSD For "Start New Game"

Actor: Player:

1. Press "start Game"

2. display game map

3. select difficulty

SSD For "Solve puzzle"

1. tap on puzzle

2. show puzzle interface

3. enter solution

SSD For "Use Hint"

1. Press hint

2. Check hint availability

3. show hint text / visual

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M T W T F S

Model View Controller:

MVC architecture is ideal because

- model handles game logic
- view manages visual display
- controller manages user input

Package Diagram:

