

TECHNISCHE UNIVERSITEIT EINDHOVEN

2IO23 DESIGN BASED LEARNING

Spec and Game

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1 Introduction

2 Use Cases

Play round

1. Pre-condition(s): None
2. Trigger: Presses the "Play" button.
3. Guarantee: The round is started.
4. Scenarios:
 - (a) Main scenario
 - 1) Player presses the "Play" button.
 - 2) The player is placed into a lobby by the server.
 - 3) The player presses the "Ready" button.
 - 4) The game starts.
 - (b) Alternatives
 - 2.1** The client failed to connect to the server and is not placed into a lobby.
 - 4.1** One of the other players in the lobby did not press the "Ready" button yet, and hence the player has to wait for this player before the game will start.

Edit options

1. Pre-condition: None
2. Trigger: The player presses the "Options" button.
3. Guarantee: The player's changed options are saved.
4. Scenarios:
 - (a) Main scenario
 - 1) The Player presses the "Options" button.
 - 2) The Player edits one or several options.
 - (b) Alternatives
 - 2.1** The player does not edit any options and hence no options are changed.

Check how to play

1. Pre-condition: None
2. Trigger: The player presses the "How to play" button.
3. Guarantee: The player is presented a how to play menu.
4. Scenarios:

(a) Main scenario

- 1) The player presses the "How to play" button.
- 2) The player is presented a how to play screen.

Check highscores

1. Pre-condition: None

2. Trigger: The player presses the "Highscores" button.

3. Guarantee: The player is presented the highscores.

4. Scenarios:

(a) Main scenario

- 1) The player presses the "Highscores" button.
- 2) The client presents a high scores screen to the player.

(b) Alternatives

- 2.1** The client failed to connect to the server and hence is not presented a high scores screen.

Quit game

1. Pre-condition: None

2. Trigger: The player presses the "Quit" button.

3. Guarantee: The game is closed.

4. Scenarios:

(a) Main scenario

- 1) The player presses the "Quit" button.

Move

1. Pre-condition:

2. Trigger:

3. Guarantee:

4. Scenarios:

(a) Main scenario

- 1) S1
- 2) S2

(b) Alternatives

2.1

Pick up flag

1. Pre-condition:
2. Trigger:
3. Guarantee:
4. Scenarios:
 - (a) Main scenario
 - 1) S1
 - 2) S2
 - (b) Alternatives

2.1**Activate block**

1. Pre-condition:
2. Trigger:
3. Guarantee:
4. Scenarios:
 - (a) Main scenario
 - 1) S1
 - 2) S2
 - (b) Alternatives

2.1**Fire weapon**

1. Pre-condition:
2. Trigger:
3. Guarantee:
4. Scenarios:
 - (a) Main scenario
 - 1) S1
 - 2) S2
 - (b) Alternatives

2.1

Deliver flag

1. Pre-condition:
 2. Trigger:
 3. Guarantee:
 4. Scenarios:
 - (a) Main scenario
 - 1) S1
 - 2) S2
 - (b) Alternatives
- 2.1**