# Diagrama de casos de usos

# Casos de USO

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| Use Case ID: | 0 | | |
| Use Case Name: | Botón de inicio | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | El Jugador Presiona el botón de inicio e inicia la aplicación. | | |
| Trigger: | Se dispara cuando el jugador presiona el botón de inicio. | | |
| Preconditions: | Es necesario que el dispositivo esté encendido y el juego instalado. | | |
| Postconditions: | Se comienza a cargar la memoria. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 1 | Presionar Botón de iniciar | Botón de inicio | Event | Menú -mensajes | Imagen | Carga la memoria |  | | | |
| Alternative Flows: | En caso de que el juego no inicie es necesario mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: | El juego solo corre si está instalado correctamente. | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |
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| Use Case ID: | 1 | | |
| Use Case Name: | Cargar memoria. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Obtener los datos guardados y pasarlos a memoria. | | |
| Trigger: | Se dispara después de que el Jugador presiona el botón de inicio. | | |
| Preconditions: | Que se haya presionado el botón de inicio. | | |
| Postconditions: | Inicia el menú principal. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 2 | Cargar memoria |  | Proceso |  |  | Menú Principal |  | | | |
| Alternative Flows: | Se manda un mensaje. | | |
| Exceptions: | El juego se inicia sin datos guardados previamente. | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Siempre | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 2 | | |
| Use Case Name: | Main Menu | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Mostrar el menú con los elementos: botón Options, Play o Stages. | | |
| Trigger: | Haber cargado la memoria. | | |
| Preconditions: | Que se hubiera intentado cargar memoria. | | |
| Postconditions: | Pasa al evento de algún botón presionado. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 3 | Elegir algún submenú. |  | Event |  | Imagen | Ejecuta el evento del botón seleccionado. |  | | | |
| Alternative Flows: | Si el menú no carga se manda un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 3 | | |
| Use Case Name: | Botón Options | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Options. | | |
| Trigger: | El Jugador presiona el Botón de Options. | | |
| Preconditions: | Haberse cargado el Main Menu. | | |
| Postconditions: | Mostrar los submenús Audio y Video. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 4 | Presionar botón Options | Botón Options | Event |  | Imagen | Ejecuta el menú de Options |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 3 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 4 | | |
| Use Case Name: | Botón Audio. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Audio. | | |
| Trigger: | El Jugador presiona el Botón de Audio. | | |
| Preconditions: | Haberse cargado el menú Options. | | |
| Postconditions: | Mostrar los submenús Music y FX. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 5 | Presionar botón Audio | Botón Audio | Event |  | Imagen | Ejecuta el menú de Audio |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 4 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 5 | | |
| Use Case Name: | Botón booleano de Music. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se activa o desactiva la opción Music. | | |
| Trigger: | El Jugador presiona el Botón de Music. | | |
| Preconditions: | Haberse cargado el menú Audio. | | |
| Postconditions: | Ejecutar el valor del booleano. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 6 | Presionar botón Music | Botón Music | Event |  | Imagen | Ejecuta el valor del booleano |  | | | |
| Alternative Flows: | Si el valor del booleano no es posible de ejecutar, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 5 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 6 | | |
| Use Case Name: | Botón booleano de FX. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se activa o desactiva la opción FX. | | |
| Trigger: | El Jugador presiona el Botón de FX. | | |
| Preconditions: | Haberse cargado el menú Audio. | | |
| Postconditions: | Ejecutar el valor del booleano. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 7 | Presionar botón FX | Botón FX | Event |  | Imagen | Ejecuta el valor del booleano |  | | | |
| Alternative Flows: | Si el valor del booleano no es posible de ejecutar, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 5 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 7 | | |
| Use Case Name: | Botón Video. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Video. | | |
| Trigger: | El Jugador presiona el Botón de Video. | | |
| Preconditions: | Haberse cargado el menú Options. | | |
| Postconditions: | Mostrar el submenú Calidad de video. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 8 | Presionar botón Video | Botón Video | Event |  | Imagen | Ejecuta el menú de Video |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 4 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 8 | | |
| Use Case Name: | Botón booleano de calidad de video. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se activa o desactiva la opción de calidad de video. | | |
| Trigger: | El Jugador presiona el Botón de calidad de video. | | |
| Preconditions: | Haberse cargado el menú Video. | | |
| Postconditions: | Ejecutar el valor del booleano. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 7 | Presionar botón de calidad de video | Botón de calidad de video | Event |  | Imagen | Ejecuta el valor del booleano. |  | | | |
| Alternative Flows: | Si el valor del booleano no es posible de ejecutar, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 5 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 9 | | |
| Use Case Name: | Botón Play. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Play. | | |
| Trigger: | El Jugador presiona el botón de Play. | | |
| Preconditions: | Haberse cargado el Main Menu. | | |
| Postconditions: | Cargar el juego. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 10 | Presionar botón Play | Botón Play | Event |  | Imagen | Ejecuta el juego. |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 10 | | |
| Use Case Name: | Botón Carga Juego. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador. | | |
| Description: | Manda llamar a Player, Enemigo, Cerebro, Cámara, Power Up. | | |
| Trigger: | El Jugador presionó el botón de Play. | | |
| Preconditions: | Que el Jugador haya presionado el botón Play. | | |
| Postconditions: | El juego se inicia. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 11 | Cargar juego |  | Proceso |  |  | Se carga el juego. |  | | | |
| Alternative Flows: | Si el juego no carga, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 11 | | |
| Use Case Name: | Player. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera el Player principal. | | |
| Trigger: | Haber cargado el juego. | | |
| Preconditions: | Que el juego se haya cargado. | | |
| Postconditions: | Que el Player esté disponible. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 12 | Cargar elementos de Player |  | Proceso |  |  | Se carga el Player |  | | | |
| Alternative Flows: | Si el Player no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 12 | | |
| Use Case Name: | Enemigo. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera el Enemigo principal. | | |
| Trigger: | Haber cargado el juego. | | |
| Preconditions: | Que el juego se haya cargado. | | |
| Postconditions: | Que el Enemigo esté disponible. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 13 | Cargar elementos de Enemigo |  | Proceso |  |  | Se carga el Enemigo |  | | | |
| Alternative Flows: | Si el Enemigo no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 13 | | |
| Use Case Name: | Cerebro. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera el Cerebro y sus elementos (GUI, Pantalla de derrota, Pantalla de Victoria). | | |
| Trigger: | Haber cargado el juego. | | |
| Preconditions: | Que el juego se haya cargado. | | |
| Postconditions: | Que el Cerebro esté disponible. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 14 | Cargar elementos de Cerebro |  | Proceso |  |  | Se carga el Cerebro |  | | | |
| Alternative Flows: | Si el Cerebro no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 14 | | |
| Use Case Name: | GUI. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera el GUI del juego (Timer, Score, Botón Pausa). | | |
| Trigger: | El haber cargado el Cerebro. | | |
| Preconditions: | Que el Cerebro se haya cargado. | | |
| Postconditions: | Que se generen los elementos Timer, Score y Botón Pausa. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 15 | Cargar y mostrar elementos de GUI |  | Proceso |  |  | Se carga el GUI |  | | | |
| Alternative Flows: | Si el GUI no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 15 | | |
| Use Case Name: | Timer. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Realiza el conteo de tiempo desde la ejecución del GUI. | | |
| Trigger: | La inicialización de GUI. | | |
| Preconditions: | Que el GUI se haya generado correctamente. | | |
| Postconditions: | Permitir sus datos sean utilizados por otros elementos. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 16 | Llevar el conteo de tiempo |  | Proceso |  |  | Generar información sobre el tiempo. |  | | | |
| Alternative Flows: | Si el Timer no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 16 | | |
| Use Case Name: | Score. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Calcula el Score durante el juego. | | |
| Trigger: | Se genera por acción de GUI. | | |
| Preconditions: | Que el GUI se haya generado correctamente. | | |
| Postconditions: | Permitir sus datos sean utilizados por otros elementos. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 17 | Llevar el conteo del score |  | Proceso |  |  | Generar información sobre el score |  | | | |
| Alternative Flows: | Si el Score no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 17 | | |
| Use Case Name: | Botón Pausa | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Pausa. | | |
| Trigger: | El Jugador presiona el botón de Pausa. | | |
| Preconditions: | Que el GUI se haya generado correctamente. | | |
| Postconditions: | Mostrar los submenús Botón Resume, Botón Restart, Botón Options, Botón Quit. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 18 | Presionar botón Pausa | Botón Pausa | Event |  | Imagen | Ejecuta el menú de Pausa |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 18 | | |
| Use Case Name: | Botón Resume | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | El juego regresa al modo activo (sin pausa). | | |
| Trigger: | El Jugador presiona el botón de Resume. | | |
| Preconditions: | Que el Botón Pausa se haya generado correctamente. | | |
| Postconditions: | Que el juego se mantenga en modo activo. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 19 | Presionar botón Resume | Botón Resume | Event |  | Imagen | El juego regresa a su modo activo |  | | | |
| Alternative Flows: | El juego regresa al Main Menu. Si no se carga correctamente el Botón Resume mandar mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 19 | | |
| Use Case Name: | Botón Restart | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga de nuevo el juego (nivel). | | |
| Trigger: | El Jugador presiona el botón de Restart. | | |
| Preconditions: | Que el Botón Pausa se haya generado correctamente. | | |
| Postconditions: | Que se cargue el juego nuevamente (nivel). | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 20 | Presionar Botón Restart | Botón Restart | Event |  | Imagen | El juego se inicializa de nuevo (nivel). |  | | | |
| Alternative Flows: | Si no se carga correctamente el Botón Restart mandar mensaje de error. Si no se puede inicializar de nuevo el juego, mandar mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 20 | | |
| Use Case Name: | Botón Options | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Options. | | |
| Trigger: | El Jugador presiona el botón de Options. | | |
| Preconditions: | Haberse cargado el Botón Pausa. | | |
| Postconditions: | Mostrar los submenús Audio y Video. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 21 | Presionar botón Options | Botón Options | Event |  | Imagen | Ejecuta el menú de Options |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 3 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 21 | | |
| Use Case Name: | Botón Audio. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Audio. | | |
| Trigger: | El Jugador presiona el Botón de Audio. | | |
| Preconditions: | Haberse cargado el menú Options. | | |
| Postconditions: | Mostrar los submenús Music y FX. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 22 | Presionar botón Audio | Botón Audio | Event |  | Imagen | Ejecuta el menú de Audio |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 4 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 22 | | |
| Use Case Name: | Botón Video. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Video. | | |
| Trigger: | El Jugador presiona el Botón de Video. | | |
| Preconditions: | Haberse cargado el menú Options. | | |
| Postconditions: | Mostrar el submenú Calidad de video. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 23 | Presionar botón Video | Botón Video | Event |  | Imagen | Ejecuta el menú de Video |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 4 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 23 | | |
| Use Case Name: | Botón Quit. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Finaliza el juego y se regresa al Main Menu. | | |
| Trigger: | El Jugador presiona el Botón de Quit. | | |
| Preconditions: | Haberse cargado el Botón Pausa. | | |
| Postconditions: | Cargar el Main Menu. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 22 | Presionar botón Quit | Botón Quit | Event |  | Imagen | Finaliza el juego y regresa al Main Menu |  | | | |
| Alternative Flows: | Si el Botón Quit no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 3 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 24 | | | |
| Use Case Name: | Pantalla de Derrota | | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | | Last Updated By: |  |
| Date Created: | 26/09/2014 | | Date Last Updated: |  |
| Actors: | | Jugador | | |
| Description: | | Mostrar el menú de la Pantalla de Derrota. | | |
| Trigger: | | El Cerebro genera la Pantalla de Derrota. | | |
| Preconditions: | | Que el Cerebro se haya cargado. | | |
| Postconditions: | | Que se muestren los elementos del menú de la Pantalla de Derrota. | | |
| Normal Flow: | | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 25 | Mostrar el menú de Pantalla de Derrota |  | Evento |  |  | Se muestra el menú de Pantalla de Derrota |  | | | |
| Alternative Flows: | | Si la Pantalla de Derrota no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: | |  | | |
| Includes: | |  | | |
| Priority: | | 2 | | |
| Frequency of Use: | | Ocasional. | | |
| Business Rules: | |  | | |
| Special Requirements: | |  | | |
| Assumptions: | |  | | |
| Notes and Issues: | |  | | |

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| Use Case ID: | 25 | | | |
| Use Case Name: | Botón Buy Continue. | | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | | Last Updated By: |  |
| Date Created: | 26/09/2014 | | Date Last Updated: |  |
| Actors: | | Jugador | | |
| Description: | | Permite la compra de elementos para en pro del Jugador. | | |
| Trigger: | | El Jugador presiona el Botón Buy Continue. | | |
| Preconditions: | | Haberse cargado el menú Pantalla de Derrota. | | |
| Postconditions: | | El juego continúe. | | |
| Normal Flow: | | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 26 | Presionar Botón Buy Continue | Botón Buy Continue | Event |  | Imagen | Se realiza compra que solicite el jugador |  | | | |
| Alternative Flows: | | Si el botón no se genera correctamente, mandar un mensaje de error. Si la compra fue cancelada, ir a Botón Try Again. | | |
| Exceptions: | | Elementos gratis. | | |
| Includes: | |  | | |
| Priority: | | 2 | | |
| Frequency of Use: | | Ocasional. | | |
| Business Rules: | | Tarjeta de Crédito. | | |
| Special Requirements: | |  | | |
| Assumptions: | |  | | |
| Notes and Issues: | |  | | |

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| Use Case ID: | 26 | | |
| Use Case Name: | Botón Try Again. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se reinicia el nivel actual. | | |
| Trigger: | El Jugador presione el Botón Try Again. | | |
| Preconditions: | Haberse cargado el menú Pantalla de Derrota. | | |
| Postconditions: | El juego se reinicia. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 27 | Presionar Botón Try Again | Botón Try Again | Event |  | Imagen | Se reinicia el nivel. |  | | | |
| Alternative Flows: | Si el botón no se genera correctamente, mandar un mensaje de error. Si no se puede reiniciar el nivel, mandar mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 27 | | |
| Use Case Name: | Pantalla de Victoria. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | El Cerebro genera la Pantalla de Victoria. | | |
| Trigger: | Cuando el jugador haya pasado satisfactoriamente un nivel. | | |
| Preconditions: | Que el Cerebro se haya cargado. | | |
| Postconditions: | Que se muestren los elementos del menú de la Pantalla de Victoria. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 28 | Mostrar el menú de Pantalla de Victoria |  | Evento |  |  | Se muestra el menú de Pantalla de Victoria |  | | | |
| Alternative Flows: | Si la Pantalla de Victoria no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 2 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 28 | | |
| Use Case Name: | Desplegable Score | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Se despliega el Score del jugador en ese nivel. | | |
| Trigger: | Se dispara cuando se termina un nivel (genera Pantalla de Victoria) | | |
| Preconditions: | Que la Pantalla de Victoria se haya cargado. | | |
| Postconditions: | Que se muestre el score del jugador. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 29 | Mostrar el score del jugador. |  | Proceso |  |  | Muestra el score total del jugador. |  | | | |
| Alternative Flows: | Si la Desplegable Score no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 29 | | |
| Use Case Name: | Botón Next Level | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Carga el siguiente nivel. | | |
| Trigger: | El Jugador presiona el Botón Next Level. | | |
| Preconditions: | Que la Pantalla de Victoria se haya cargado. | | |
| Postconditions: | Haber generado correctamente el siguiente nivel. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 30 | Generar y mostrar el siguiente nivel. |  | Evento |  |  | Se carga el siguiente nivel. |  | | | |
| Alternative Flows: | Si no se genera correctamente el siguiente nivel, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 30 | | |
| Use Case Name: | Botón Main Menu | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Mostrar el menú con los elementos: botón Options, Play o Stages. | | |
| Trigger: | Presionar el Botón Main Menu. | | |
| Preconditions: | Que la Pantalla de Victoria se haya cargado. | | |
| Postconditions: | Pasa al evento de algún botón presionado. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 31 | Elegir algún submenú. |  | Event |  | Imagen | Ejecuta el evento del botón seleccionado. |  | | | |
| Alternative Flows: | Si el menú no carga se manda un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 31 | | |
| Use Case Name: | Cámara. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera la cámara para el juego y sus respectivas acciones. | | |
| Trigger: | Haber cargado el juego. | | |
| Preconditions: | Que el juego se haya cargado. | | |
| Postconditions: | Que la cámara esté activa. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 32 | Generar la cámara |  | Proceso |  |  | Cámara funcional en el nivel. |  | | | |
| Alternative Flows: | Si la Cámara no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 32 | | |
| Use Case Name: | Power Up | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Genera los eventos para el uso de Power Up´s. | | |
| Trigger: | Haber cargado el juego. | | |
| Preconditions: | Que el juego se haya cargado. | | |
| Postconditions: | Permitir el uso de Power Up´s. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 33 | Generar eventos para Power Up´s |  | Proceso |  |  | Uso de Power Up´s |  | | | |
| Alternative Flows: | Con un evento que no se pueda ejecutar, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 33 | | |
| Use Case Name: | Botón Stages | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Stages. | | |
| Trigger: | El Jugador presiona el Botón de Stages. | | |
| Preconditions: | Haberse cargado el Main Menu. | | |
| Postconditions: | Cargar el desplegado de Niveles. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 34 | Presionar botón Stages | Botón Stages | Event |  | Imagen | Ejecuta el menú de Stages |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 3 | | |
| Frequency of Use: | Ocasional. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 34 | | |
| Use Case Name: | Desplegado de Niveles. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: |  | | |
| Description: | Se despliega los niveles del juego. | | |
| Trigger: | Se dispara cuando se presionó el Botón Stages. | | |
| Preconditions: | Haber generado el Botón Stages y haber sido presionado. | | |
| Postconditions: | Que se muestren los niveles del juego. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 35 | Desplegar los niveles |  | Proceso |  |  | Ver los niveles del juego. |  | | | |
| Alternative Flows: | Si la Desplegado de Niveles no se genera correctamente, mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 35 | | |
| Use Case Name: | Botones de Niveles (N) | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Manda cargar el nivel (N). | | |
| Trigger: | Se dispara cuando se presione el Botón de Nivel (N). | | |
| Preconditions: | Haber desplegado los niveles. | | |
| Postconditions: | Cargar el nivel seleccionado. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 36 | Presionar Botón de Nivel (N) | Botón de Nivel (N) | Evento |  |  | Cargar el nivel seleccionado |  | | | |
| Alternative Flows: | Si el nivel no puede ser cargado o no se creó bien el botón, mandar mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 36 | | |
| Use Case Name: | Botón Main Menu | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Mostrar el menú con los elementos: botón Options, Play o Stages. | | |
| Trigger: | Presionar el Botón Main Menu. | | |
| Preconditions: | Que la hayan desplegado los niveles. | | |
| Postconditions: | Pasa al evento de algún botón presionado. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 37 | Elegir algún submenú. |  | Event |  | Imagen | Ejecuta el evento del botón seleccionado. |  | | | |
| Alternative Flows: | Si el menú no carga se manda un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 9 | | |
| Use Case Name: | Botón Play. | | |
| Created By: | René Hagi, Luis Pérez, Jennifer Esmeralda, Georgina Franco. | Last Updated By: |  |
| Date Created: | 26/09/2014 | Date Last Updated: |  |
| Actors: | Jugador | | |
| Description: | Se carga el menú de Play. | | |
| Trigger: | El Jugador presiona el botón de Play. | | |
| Preconditions: | Haber desplegado los niveles. | | |
| Postconditions: | Cargar el nivel. | | |
| Normal Flow: | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | | Paso | Acción | Input | Format | Exit | Format | Result | Ok/nOk | | 10 | Presionar botón Play | Botón Play | Event |  | Imagen | Ejecuta el juego. |  | | | |
| Alternative Flows: | Si el menú no carga mandar un mensaje de error. | | |
| Exceptions: |  | | |
| Includes: |  | | |
| Priority: | 1 | | |
| Frequency of Use: | Siempre. | | |
| Business Rules: |  | | |
| Special Requirements: |  | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |