Use Cases

Public

The public use case is any person who navigates to the website and plays the game.

* The user loads the web page, which loads the game, and presents the user with the controls of the game and menu
  + The controls will be read to the user with JSonic, this is for users who have vision problems
  + The controls will be simple enough for a user who needs to use a switch
* The user can manipulate the rate which the game reads to the user and the volume
* The user can then start the game
* The game will be controlled by the buttons available to the user
* Errors -

Administrative/Developer

The administrative or developer will be the client or the developers of the game or content for the game.

* The administrative or developer user will have the ability to view the code that made the game
* The user will have the ability to make content for the game
  + Content will be able to be added according to the way the game reads in the content from a content file
  + The content file will be the source for the content of the game. This is only for the admin or developer at this stage because it will be too technical for an average user
  + Later versions may have an ability to allow average users to create content.