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| Use case Specification | |
| Use case name | **Login** |
| Actors | **Player(primary) ,Google play service(secondary)& Game System(Secondary)** |
| Description | **Allow the player to logging in with Google account** |
| Pre-condition | **Player has Google account to insert in Google play** |
| Post-condition | **User name show in game menu** |
| Basic path | * **The player insert the Google account (ID,Pass)** * **Google play verify the account is valid or not** * **Logging in successfully** |
| Alternative path | * **Invalid account** * **Don’t have Google account** * **Internet connection is failed** |
| Business rules | * **Logging in with only one account** * **Connected with internet** |
| Non-functional req | * **Time for complete the process** * **Security of the account** |
| Extension Points | **<<include>> Signup with Google play** |

**<<Use case Specifications>>**

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| Use case Specification | |
| Use case name | **View Info** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **player view the info about the game** |
| Pre-condition | **Player is on main screen** |
| Post-condition | **Viewed** |
| Basic path | * **Tab on (i) button** |
| Alternative path | * **Tab on other options** |
| Business rules | * **Install the game** |
| Non-functional req | **No** |
| Extension Points | **No** |

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| Use case Specification | |
| Use case name | **Single Player** |
| Actors | **Player(primary),Game System(Secondary)** |
| Description | **play by single player** |
| Pre-condition | **Only single player** |
| Post-condition | **start playing** |
| Basic path | * **The player is on main screen** * **Tab single player** * **Choose the level** * **Start single playing** |
| Alternative path | * **Tab on other options** |
| Business rules | * **Player must be single** |
| Non-functional req | * **Time for complete the process** |
| Extension Points | **<<include>> Level Selection🡪 <<extent>>Play game🡪<<include >>View score <<extend>>play again** |

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| Use case Specification | |
| Use case name | **Multiplayer** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **you can play with your friends** |
| Pre-condition | **Having group of friends** |
| Post-condition | **Enjoy the game with friends** |
| Basic path | * **The player is on main screen** * **Tab Multiplayer player** * **Choose the level** * **Start multiplying** |
| Alternative path | * **Tab on other options** |
| Business rules | * **Must have two or more players** |
| Non-functional req | * **Time for complete the process** |
| Extension Points | **<<extend>> 🡪coming soon** |

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| Use case Specification | |
| Use case name | **Events** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **Event are actually a chance to get more and more coin and show your friends that you are the best by beating there score and put your name on the Top of Leaderboard** |
| Pre-condition | **Logging with Google play** |
| Post-condition | **Enjoy the event** |
| Basic path | * **Tab on event** * **Choose the event** * **Start playing** |
| Alternative path | * **Tab on other options** * **Insufficient coins** |
| Business rules | * **Logging in with Google account** * **Sufficient coins** |
| Non-functional req | * **Time for complete the process** |
| Extension Points | **<<include>> Choose event (Saturday challenge, sweet Sunday challenge, Thursday Trophy)** |

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| Use case Specification | |
| Use case name | **Settings** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **Display different Settings option** |
| Pre-condition | **Player is on main screen** |
| Post-condition | **Make changes** |
| Basic path | * **Tab settings** * **Choose setting** |
| Alternative path | * **Tab on other option** |
| Business rules | * **Logging in with only one account** * **Connected with internet** |
| Non-functional req | * **Time for complete the process** |
| Extension Points | **More apps , Feedback , Exit** |

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| Use case Specification | |
| Use case name | **Share** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **share the link of the game** |
| Pre-condition | **Games is installed** |
| Post-condition | **Able to sharing with others** |
| Basic path | * **Tab on share** * **Chose the options to share the link via** * **Select the sharing platform** * **share** |
| Alternative path | * **tab on other options** * **internet connection failed** |
| Business rules | * **Must connected with internet connection** * **Select the path (share via)** |
| Non-functional req | * **Time for complete the process** * **Internet speed** |
| Extension Points | **Gmail, Whatsapp, Facebook, share It** |

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| Use case Specification | |
| Use case name | **View coins** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **player view the number of coins he earned** |
| Pre-condition | **Player is on main screen** |
| Post-condition | **Viewed** |
| Basic path | * **Main menu screen** |
| Alternative path | * **Player is on other screen** |
| Business rules | * **Play the game and earn the coins** |
| Non-functional req | **No** |
| Extension Points | **No** |

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| Use case Specification | |
| Use case name | **View Tickets** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **Player view the number of tickets** |
| Pre-condition | **Player is on main screen** |
| Post-condition | **Viewed** |
| Basic path | * **Main menu screen** |
| Alternative path | * **Player is on other screen** |
| Business rules | * **Wait 60min for per ticket** |
| Non-functional req | **No** |
| Extension Points | **No** |

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| Use case Specification | |
| Use case name | **Get Tickets** |
| Actors | **Player(primary) , Game System(Secondary)** |
| Description | **if player want to play and don’t want to wait for 60mins so player can get the ticket by watching a video** |
| Pre-condition | * **Internet connection** * **Player is on main screen** |
| Post-condition | * **Get Tickets** |
| Basic path | * **Main menu screen** * **Watch video** * **Get ticket** |
| Alternative path | * **Internet connection failed** * **Tab on other option** |
| Business rules | * **Must watch video to get a ticket** |
| Non-functional req | * **Connection speed** |
| Extension Points | **<<include>>Watch Video** |

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| Use case Specification | |
| Use case name | **Store** |
| Actors | **Player, Creator** |
| Description | **Store is an online market from where the player get this game to play** |
| Pre-condition | * **Internet connection** |
| Post-condition | * **install** |
| Basic path | * **store** * **search** * **install the game** |
| Alternative path | * **Internet connection failed** |
| Business rules | * **Must have internet** |
| Non-functional req | * **Connection speed** |
| Extension Points | **No** |

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| Use case Specification | |
| Use case name | **Install game** |
| Actors | **Player, Creator** |
| Description | **Installing the game** |
| Pre-condition | * **Internet connection** |
| Post-condition | * **installed** |
| Basic path | * **store** * **search** * **install the game** |
| Alternative path | * **Internet connection failed** |
| Business rules | * **Must have internet** |
| Non-functional req | * **Connection speed** |
| Extension Points | **<<include>> uninstall** |

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| Use case Specification | |
| Use case name | **Upload** |
| Actors | **Creator** |
| Description | **creator will upload the game on STORE like play store etc ..., from where the user can install it in their devices** |
| Pre-condition | * **Internet connection** |
| Post-condition | * **Uploaded successfully** |
| Basic path | * **Logging with account** * **Upload the game** |
| Alternative path | * **Internet connection failed** |
| Business rules | * **Must have internet** * **Must have store account** |
| Non-functional req | * **Connection speed** |
| Extension Points | **<<include>> install game** |

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| Use case Specification | |
| Use case name | **Adjust/update/edit and Fix** |
| Actors | **Creator** |
| Description | **The developer is the person who only update , fix and edit the game issues after the feedback of players** |
| Pre-condition | * **Internet connection** * **Logging in with store account** |
| Post-condition | * **Overwrite new Apk file** |
| Basic path | * **Logging with store account** * **Fix /edit** * **Upload apk** |
| Alternative path | * **Internet connection failed** |
| Business rules | * **Must have internet** * **Must have store account** * **Make some changes in previous apk file** |
| Non-functional req | * **Connection speed** |
| Extension Points | **No** |

**<<Use case Diagram>>**

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**<<Data Gathering technique >>**

Prefer Technique: ***Interviews gathering (Write results from each interview questions)***

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| What? | Interviews gathering technique |
| Why? | They are useful to obtain detailed information about personal feelings, perceptions and opinions. They allow more detailed questions to be asked. they usually achieve a high response rate, new ideas generated, gather good and new advices |
| When? | when I want to know about people’s opinion about my project |
| How? | Online, Sitting face to face |
| Where? | Office, Home, university, cafe etc |
| Who? | My team |

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