Use Case: (name)   
  
This should be max 4 pages. If longer use include (or extend)   
other use case (i.e. re-factor)  
  
 Summary: ..short description...   
  
 Priority: high, mid, low  
  
 Extends: other UC  
  
 Includes: other UC  
  
 Participators: .. who's using the system right now  
  
 Normal flow of events   
  
  
+----+---------------+----------+  
| | Actor | System |  
+----+---------------+----------+  
+----+---------------+----------+  
| 1 | do something | |  
+----+---------------+----------+  
| 2 | | response |  
+----+---------------+----------+  
| 3 | do something | |  
+----+---------------+----------+  
  
  
 Alternate flow   
  
 Flow 2.1 .. an heading here ...  
  
   
+------+---------------+----------+  
| | Actor | System |  
+------+---------------+----------+  
+------+---------------+----------+  
| 2.1 | do something | |  
+------+---------------+----------+  
| 2.2 | | response |  
+------+---------------+----------+  
| 2.3 | do something | |  
+------+---------------+----------+  
  
  
 Flow 3.1 .. an heading here ...  
  
  
+------+---------------+----------+  
| | Actor | System |  
+------+---------------+----------+  
+------+---------------+----------+  
| 3.1 | do something | |  
+------+---------------+----------+  
| 3.2 | | response |  
+------+---------------+----------+  
  
  
  
  
 Exceptional flow   
  
  
+------+---------------+-----------+  
| | Actor | System |  
+------+---------------+-----------+  
+------+---------------+-----------+  
| 1.1 | do something | |  
+------+---------------+-----------+  
| 1.2 | | exception |  
+------+---------------+-----------+

Use Case: Play  
  
 Summary: From Start-screen, choosing to play which leads you to “level-choosing”-view  
 Priority: high  
  
 Extends: other UC  
  
 Includes: other UC  
  
 Participators: User  
  
 Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| 1. Press “Play”-button |  |
| 2. | Show “Choose Continent”-view |
| 3. Press current continent |  |
| 4. | Show “Choose City”-view |
| 5. Press current city |  |
| 4. | Start game |

Alternate flow

|  |  |
| --- | --- |
| Actor | System |
| 3.1 Swipe |  |
| 3.2 | Show next continent in carousel |

|  |  |
| --- | --- |
| Actor | System |
| 5.1 Swipe |  |
| 5.2 | Show next city in carousel |

Use Case: Shot  
  
 Summary: The use-case play has been completed.. We are now using the default weapon.  
 Priority: high  
  
 Extends: other UC  
  
 Includes: other UC  
  
 Participators: User  
  
 Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
| 1. Player tap the screen |  |
| 2. | Changes direction of the cannon barrel. |
| 3. | Draws a projectile on the screen that follows a straight line. |
| 4. | Cooldown bar shows up. |

Use-case: Hit meteor

Alternative flow

|  |  |
| --- | --- |
| Actor | System |
| 3.1 | Projectile hits meteor. If it’s a standard meteor, meteor is destroyed with appropriate animation. If it’s a bigger one it gets smaller, approaching the standard meteor size. |
| 3.2 | Update meteor score |