

USE CASE: PLAYBACK MODE – REPLAYING MATCH

BASIC COURSE:

The User selects the Play button. The Game Display Module begins playing and starts animating the match starting from the current turn and ending with the final turn. The Game Display Module draws each frame of each turn on the Game Display Window at a speed relative to the speed multiplier. The Game Display Window in turn displays each turn to the user. The Game Display Module also updates the status table to match the current turn. The Playback Mode Webpage displays the updated status table to the user.

ALTERNATE COURSES:

User selects the Go To Start button: The Game Display Module pauses the match and restores the initial game state. The Game Display Module draws the initial game state on the Game Display Window. The Game Display Window in turn displays the initial game state to the user. The Game Display Module also updates the status table to match the current turn. The Playback Mode Webpage displays the updated status table to the user.

User selects the Step Back One Turn button: The Game Display Module pauses the match and restores the previous game state. The Game Display Module draws the previous game state on the Game Display Window. The Game Display Window in turn displays the previous game state to the user. The Game Display Module also updates the status table to match the current turn. The Playback Mode Webpage displays the updated status table to the user.

User selects the Pause button: The Game Display Module pauses the match.

User selects the Step Forward One Turn button: The Game Display Module pauses the match and restores the previous game state. The Game Display Module draws the previous game state on the Game Display Window. The Game Display Window in turn displays the previous game state to the user. The Game Display Module also updates the status table to match the current turn. The Playback Mode Webpage displays the updated status table to the user.

User selects the Go To End button: The Game Display Module pauses the match and restores the initial game state. The Game Display Module draws the initial game state on the Game Display Window. The Game Display Window in turn displays the initial game state to the user. The Game Display Module also updates the status table to match the current turn. The Playback Mode Webpage displays the updated status table to the user.

User moves the speed slider: The Game Display Module changes the speed multiplier.