

StoryPlay Use Cases

Title: Start Game

Description: The goal of this use case is to start StoryPlay. The user will see a large button they can press to enter a story.

Primary Actor: Child

Precondition: The system is in a static state at the start page, displaying a button that says "START." There may be a logo, avatar, or other content displayed.

Trigger: The child hits the START button.

Postcondition: The system will enter the 'game' state where they can choose options to advance in the story. The child will hear a voice to help them navigate to the next screen.

Main Success Scenario: The start button triggers a brief transition page. The content and sounds on the next page load properly.

Extensions: The child hits the start button and the content of the next page does not load, the transition page does not display correctly, nothing happens, or some other unintended behavior.

Title: Interact with Elements on End Page

Description: The goal of this use case is to allow the child to interact with graphical elements that are present on any result page they receive at the end of the game. The child will see elements like fish, cups, or fossils, and can tap or click them to create some kind of animation.

Primary Actor: Child

Precondition: The system is in a static state at the final result page, displaying all relevant graphical elements.

Trigger: The child taps or clicks on a graphical element like a fish or a fossil.

Postcondition: The graphical element that has been tapped or clicked is animated.

Main Success Scenario: The child views the final page resulting from their decisions. Narration plays and text is displayed as the narration finishes playing. The page becomes static and a child taps on a graphical element on the page. That element reacts by animating. The animation plays through in its entirety, even if the child interacts with it again or with another element.

Extensions: The graphical element can be interacted with again while it is still finishing the first animation. Tapping the element does nothing. Tapping the element or other interactions with the page creates unintended behavior.

Interaction Diagrams

