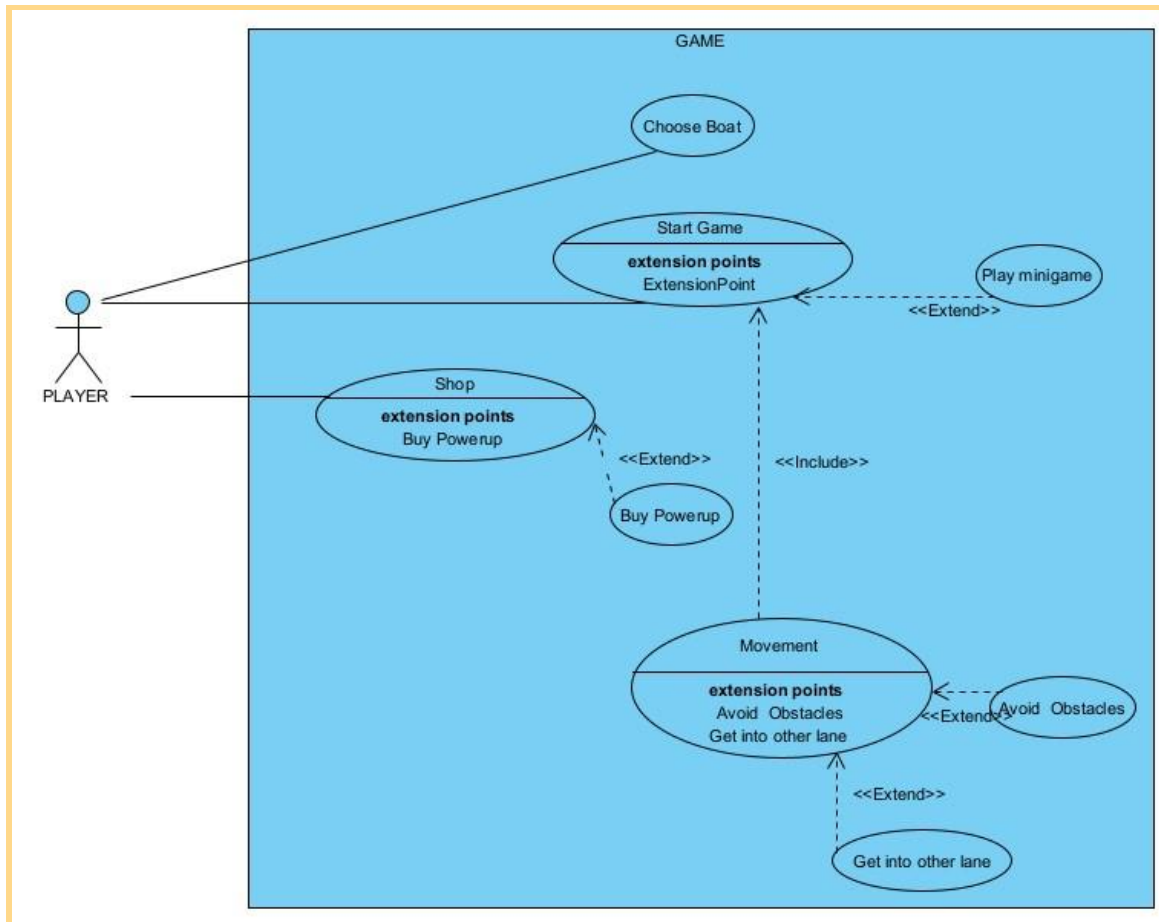# Team 5 – Use cases with scenarios

Unique Identifier	Context of Use	Preconditions and Activation	Success Guarantees	Main Scenario	Alternative Scenarios
UC1. Choose Boat	A player can select a dragon boat to compete in the race	The game is in the boat selection menu and the player is on the boat selection screen.	The player has selected a dragon boat to compete in the race.	The player navigates through the available boats list. The player selects a dragon boat. The player confirms their selection.	If the player cancels the boat selection, they return to the main menu.
UC2. Start Game	The player will be able to start the race.	The player has selected a dragon boat and the game is on the race start screen.	The player has initiated the race with the selected boat.	The player presses the button to start the race. The race begins with the selected boat.	If the player decides not to start the race, they return to the boat selection screen.
UC3. Shop	The player wants to purchase upgrades for their boat.	The player is in the shop screen and the player has coins or points to spend.	The player has purchased the selected upgrades for their boat.	The player selects a specific powerup. The player confirms the purchase of the powerup.	If the player cancels the purchase, they remain in the shop screen without buying the powerup.
UC 4. Buy Powerup	The player will buy a specific powerup for their boat.	The player is in the shop. The player has coins or points to spend.	The player has purchased the selected powerup for their boat that they can use in the race.	The player selects a specific powerup. The player confirms the purchase of the powerup.	If the player cancels the purchase, they remain in the shop screen without buying the powerup.
UC 5. Play Minigame	The player has finished a leg and will play a minigame.	The player has finished a leg.	The player completes the minigame and gains points or advantages for the main race.	The player plays the minigame and wins points/coins.	If the player fails to complete the minigame they continue to the next leg.

UC 6. Movement	The player needs to control the movement of the boat during the race.	The game is in progress. The player is playing a leg..	The player successfully navigates the boat.	The player controls the direction boat using controls to stay within its own lane and avoid obstacles.	If the player steers the boat out of the designated lane or crashes with an obstacle, penalties are applied.
UC 7. Avoid Obstacles	The player is competing in the race and needs to dodge to avoid obstacles.	The game is in progress. The player is controlling the boat.	The player has successfully avoided an obstacle.	The player moves the boat to avoid obstacles and navigates successfully without colliding.	If the player collides with an obstacle, the boat's robustness decreases, and the player could fail the race.
UC 8. Get Into Other Lane	The player decides to move the boat into another lane during the race.	The game is in progress. The player is actively racing in the river. The player intends to switch lanes.	The dragon boat remains in its designated lane without moving into another lane to avoid an obstacle	The player changes lanes trying to avoid an obstacle. It's robustness decreases	The player avoids the obstacle successfully without having to change lanes