

Use Case #1 (View instruction) Fully Dressed

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to read the instruction to understand the game rules
- IT Staff: solves the system problem

Preconditions:

- Player has opened game interface
- Only human players can read the instruction
- Player can read the instruction at anytime

Postconditions:

- The interface will show a pop-up window which provides the instruction to the player
- Player can close the pop-up window

Main Success Scenario:

1. The system displays a new window on the screen if the players open the instruction.
2. The players can see the instruction details.
3. The players close the instruction.

Alternative Flows: None

Exception:

- If all players are out of the game, the use case ends

Special Requirements:

- The content should be detailed and clear
- The instruction window should be smaller than the game window

Open issue:

- What if the player still does not understand the rules after reading the instruction?