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### **1. Use Case Name:** Initialize Game Board

**Actors:** FootyGrid

**Description:** This use case allows the system to initialize the game board, which will:

1. Set number of guesses remaining to 9
2. Set number of correct guesses to 0
3. Select 6 teams to be placed into the board

**Preconditions:** None

### **2. Use Case Name:** Search Player Database

**Actors:** FootyGrid

**Description:** This use case allows the system to query the player database to find a list of players which match the user's guess.

**Preconditions:** The user has guessed a player name to be searched.

### **3. Use Case Name:** Display Search Results (Included in "Search Player Database")

**Actors:** FootyGrid

**Description:** This use case allows the system to display the results of the search to the user in a scrollable list.

**Preconditions:** The system has searched the player database and a list of players was returned.

### **4. Use Case Name:** Check User Answer

**Actors:** FootyGrid

**Description:** Compares the user's submitted player's team ids against the ids of the current grid square accessed by the user to see if the guess is correct or incorrect.

**Preconditions:** The user has submitted their guess.

### **5. Use Case Name:** Display Player Image (Extends "Check User Answer")

**Actors:** FootyGrid

**Description:** Displays the headshot of the player's head in the grid square accessed by the user upon a correct answer being submitted

**Preconditions:** The user has submitted their guess and it is correct.

#### **6. Use Case Name:** Update Guesses Remaining

**Actors:** FootyGrid

**Description:** Decrements the number of guesses remaining by 1.

**Preconditions:** The user has submitted a guess.

#### **7. Use Case Name:** Display End Screen (Extends "Update Guesses Remaining")

**Actors:** FootyGrid

**Description:** Displays the proper end screen upon the number of guesses remaining reaching 0. Displays a winning message if the number of correct guesses equals 9, and a losing message otherwise.

**Preconditions:** The number of guesses remaining has hit 0.

#### **8. Use Case Name:** Choose Grid Space

**Actors:** User

**Description:** This use case allows the user to choose a grid space to guess a player.

**Preconditions:** The game board has been initialized.

#### **9. Use Case Name:** Guess Player Name

**Actors:** User

**Description:** This use case allows the user to enter a player name to be sent to the system. The string entered will be used to query the player database by the program itself.

**Preconditions:** The user has chosen a grid space.

#### **10. Use Case Name:** Submit Guess

**Actors:** User

**Description:** This use case allows the user to choose a player from the list of results to submit as their final guess for that grid square.

**Preconditions:** The user has guessed a player name and FootyGrid has returned and displayed a list of results.

#### **11. Use Case Name:** Restart Game (Includes "Initialize Game Board")

**Actors:** User

**Description:** This use case allows the user to click a button which will restart the game and reinitialize the game board, creating an all new game instance.

**Preconditions:** The user has used all 9 of their guesses and FootyGrid has displayed the end screen.

#### **12. Use Case Name:** Guess Name with No Results

**Actors:** Misuser

**Description:** This use case represents a misuser attempting to submit a name in the "Guess Player Name" use case which will return 0 results.

**Preconditions:** None

#### **13. Use Case Name:** Guess Containing Special Character

**Actors:** Misuser

**Description:** This use case represents a misuser attempting to submit a name in the "Guess Player Name" use case which contains an invalid special character.

**Preconditions:** None

#### **14. Use Case Name:** Display Error Box and Reprompt (Mitigates "Guess Containing Special Character" and "Guess Name with No Results")

**Actors:** FootyGrid

**Description:** This use case allows the system to catch a misuser attempting to enter an invalid guess in the "Guess Player Name" use case. It catches this error and displays an error message, and then allows the user to enter a new guess.

**Preconditions:** A mis user has submitted a guess with either no results or special characters