

2. Use cases that describe different aspects of the system's functionality

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Use-Case: Version 1.0

Primary actor: Farmer

Goal in context: Farmer needs to collect all honey and escape from exit. In this process, collect bonuses as much as you can.

Precondition: Collect core and escape bear.

Trigger: Rewards are called.

Scenario: (1) Pop out a window with an introduction.
(2) Users read it and click "Yes".
(3) Enter a new interface with a background story and game rules.
(4) User clicks "Go".
(5) Collect reward
(6) Check the reward(core or honey)
(7) Update your score
(8) Find all the core and go to exit, scores are positive
(9) Win the game. Print out the score and display a victory picture.

Exception: 1. Drop into a trap, see use case1.1
2. Meet a bear, see use case 1.2

Priority: High

When available: First increment

Frequency: Most frequent

Channel to actor: Collect core and honey

Secondary actor: Bear, trap

Channel to secondary actor: Functions are called in programm.

Open issue: 1. Score not update
2. "Yse" button and the "Go" button don't work.

Use-Case: Version 1.1

Primary actor: Farmer

Goal in context: Collect rewards as much as you can after farmers drop into a trap.

Precondition: Farmer drops into a trap.

Trigger: Trap functions are called.

Scenario: (1) Pop out a window with an introduction.

(2) Users read it and click "Yes".

(3) Enter a new interface with a background story and game rules.

(4) User clicks "Go".

(5) Collect reward

(6) Check the reward(core or honey)

(7) Update your score

(8) Drop into a trap, lose score

(8) Find exit and leave game

(9) Print out the score.

Exception: NONE

Priority: Normal

When available: Second increment

Frequency: Normal frequent

Channel to actor: Collect core and honey

Secondary actor: Trap

Channel to secondary actor: Trap called in programm.

Open issue: 1. Drop into a trap, score not update

2. Drop into a trap and lose game directly

Use-Case: Version 1.2

Primary actor: Farmer

Goal in context: Meet bears and lose games.

Precondition: Meet a bear.

Trigger: Bear functions are called.

Scenario: (1) Pop out a window with an introduction.

(2) Users read it and click "Yes".

(3) Enter a new interface with a background story and game rules.

(4) Users click "Go".

(5) Collect reward

(6) Check the reward(core or honey)

(7) Update your score

(8) Meet a bear, lose your game.

(9) Print out the score and display a defeat picture.

Exception: NONE

Priority: Low

When available: Third increment

Frequency: not frequent

Channel to actor: Collect core and honey

Secondary actor: Bear

Channel to secondary actor: Bear called in programm.

Open issue: 1. Meet a bear and game still continue