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| Outbreak Smartphone App for iPhone  Use Case: Play Slot Machine |

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Use Case: Play Slot Machine

# Update Location

## Brief Description

This use case allows the user to gamble their tokens earned from online play and turns them into cash for the offline store.

## Requirements Trace

## Involved Actors

iPhone User

## Preconditions

User has a game account

User has earned tokens from online play

## Post conditions

User is awarded shop currency for a win

## Invariants

Pseudo-random WIN\_FORMULA

MINIMUM\_BET

MAXIMUM\_BET

# Flow of Events

## Basic Flow

This use case starts when the user chooses to gamble his tokens from the offline menu

* + 1. User will choose to bet between MINIMUM\_BET and MAXIMUM\_BET
    2. User will trigger the machine to start
    3. User will watch the machine spin through all possible combinations
    4. Machine stops
    5. User is awarded offline shop currency for any winning combinations derived from the stopped machine

# Extension Points - None

# Scenarios

## Happy Day

Assumptions: User – Kyle

Tokens: User has more tokens then MINIMUM\_BET

Steps:

* + 1. Kyle will choose to bet between MINIMUM\_BET and MAXIMUM\_BET
    2. Kyle will trigger the machine to start
    3. Kyle will watch the machine spin through all possible combinations
    4. Machine stops
    5. Kyle is awarded offline shop currency for any winning combinations derived from the stopped machine

## Rainy Day 1 – Not enough tokens

Assumptions: User – Kyle

Mode Type: Offline

Tokens: Less Then MINIMUM\_BET

Steps:

* + 1. Kyle tries to bet ZERO tokens
    2. Kyle tries to trigger machine to start
    3. Machine does not respond