**Use Case Document**

**Turn-Based Combat Game**

**The Flying Mongooses**

**4601 Mid Rivers Mall Dr**

**Cottleville, MO 63376**

**Date**

**7/16/21**

**Table of Contents**

[Introduction 3](#_Toc381699876)

[Explanation of Use Case Contents 3](#_Toc381699877)

[Sample Use Case 4](#_Toc381699878)

# Introduction

The Flying Mongooses will have a turn-based combat game available to all who wish to play it. It will provide the players with a fun and engaging experience, with fun game mechanics to keep the player wanting to come back and compete over and over. It will also provide a low barrier to entry allowing new players, whether new to gaming as a whole or new to this genre of game, to be able to start enjoying the game quickly.

# Explanation of Use Case Contents

# Use Case

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name of Use Case:** | Playing the game | | | |
| **Created By:** | The Flying Mongooses | | **Last Updated By:** | TM |
| **Date Created:** | 7/6/21 | | **Last Revision Date:** | 7/16/21 |
|  | |  | | |
| **Description:** | | Our game will be a fun and engaging way to relax, giving our players a good outlet to unwind and enjoy some of their free time. | | |
| **Actors:** | | The Flying Mongooses(developers), gamers new and old (end users) | | |
| **Preconditions:** | | 1. The player will need the game software on their computer machine 2. The player will need a connection to the Internet in order to retrieve the player character data from the server. \* 3. The player will need a Google account in order to access and save player character information. | | |
| **Post-conditions:** | | 1. Upon exiting the game, the player will need a connection to the Internet in order to upload any changes in player character data. \* | | |
| **Flow:** | | 1. The player opens up the game application 2. The player chooses from the menu options (assuming battle is chosen) 3. Player chooses battle type 4. Upon conclusion of the battle, player is returned to the main menu 5. Player can choose to exit the game or continue playing | | |
| **Alternative Flows:** | | 2b. Leaderboard option is chosen, allowing the player to see how they rank compared to other players  2c. Settings menu is chosen, allowing the player to adjust the settings of the game with the options of: resolution, graphics quality, adjusting volume, and enabling fullscreen mode  3a. Battle options are arena (1 fight, then return to menu) or endless (endless enemies until the player dies or runs)  4a. If the player finds the battle too difficult or needs to quit, the run option is chosen returning the player to the main menu | | |
| **Exceptions:** | | 1. If the player is unable to maintain an internet connection when logging in, the players character data will not be able to be retrieved 2. If they player does not have a Google account, the player will not be able to save, and therefore access, and player character information. | | |
| **Requirements:** | | The Flying Mongooses, as well as any players of our game, will have to require the Unity Terms of Service; https://unity3d.com/legal/terms-of-service | | |

\*Internet connection not required, but recommended, between player character data retrieval and player character data upload

Sponsor Acceptance

Approved by the Project Sponsor:

Date:

<Project Sponsor>

<Project Sponsor Title>

This free Use Case Document Template is brought to you by [www.ProjectManagementDocs.com](http://www.ProjectManagementDocs.com)