

Team-6 Use Case Specification

Use case name	Create a new game	
Related Requirements	On starting Greenfoot and running the game, user is able to see different options on the home screen, for example, different topics of quiz, an option to see instructions of how to play the game and an option to start the multiplayer game.	
Goal in context	User wants to play a new multiplayer game.	
Preconditions	The user machine should have Greenfoot installed & must have active Internet connection.	
Successful end condition	New multiplayer game created successfully, other player is able to join the game from his own machines following the same process and clicking on the multiplayer option. User has to wait until other users starts the multiplayer game.	
Failed end condition	If there is only one user who has started the game in multiplayer mode, he cannot start playing until the other user has also initiated the multiplayer mode.	
Primary actor	Player	
Secondary actor	Game Server (AWS- EC2 Instance)	
Trigger	The player clicks on “Multiplayer” button.	
Main flow	Step	Action
	1	Player 1 selects “Multiplayer” option.
	2	Game server is informed that player 1 has joined.
	3	Player 1 waits for the game to begin.
	4	Player 2 selects “Multiplayer” button.
	5	Game server is informed that player 2 has joined.
	6	Game server sends information to client that both player has joined.
	7	The game is started and both players can start playing.
Extensions	Step	Branching Action
	4.1	Game server unable to start the game, respond that both players are connected.
	4.2	Player unable to enter/start the game unless that other game is started.