

Use case: Check the leaderboard of the game.

Iteration: 1, last modification: Feb 17 by group4.

Primary actor: Player.

Goal in context: Get the top 10 scores for this game.

Preconditions: Player must have a PC-based system to run this game.

Trigger: The player decides to check if his score is in the top ten?

Scenario:

1. The player opens the game "Cops and Robbers".
2. The game shows 3 buttons.
3. The player clicks the "Leaderboard" button from the 3 buttons.
4. The computer shows the top ten scores in a leaderboard.
5. The player clicks the "close" button.
6. The computer shows the screen that the game has not started yet.

Priority: Moderate priority, to be implemented after basic functions.

When available: Third phase.

Frequency of use: Infrequent.

Channel to actor: Via a computer with screen, mouse and keyboard.

Secondary actors: Game developer.

Channels to secondary actors:

1. Game developer: PC-based system.