Raspgierry Pi 3 - Brick Game

User Scenario

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1. Play the game

The user wants to play the game, so he presses the start button on the console.

In the main menu, he or she chooses the Play option.

Then the user decides which game he wants to play by browsing the games.

Finally, he decides to start a new game or (if it is possible) to continue playing from save.

2. Compare scores

The user wants to compare scores with friends.

He or she turns on the device.

Then chooses Scores option in order to see scores in each game.

3. Change options

In order to personalize controls, the player chooses the Settings option.

Then the user goes to Controls option.

Next, he or she decides which options to change and changes them by selecting the given option.

4. Pause the game

Player want to save or pause the game because he has to do something and go back to game later.

User has to press control responsible for pause.

It is possible to return to the game later by pressing the pause button once more.

5. Play from save

In order to play from the previously saved game, player have to turn on console.

In the main menu, he or she chooses the Play option.

While browsing the games choose the option "play from save".

6. Save the game

Player has to end the game but wants to return to the game later, so he has to save the game.

User has to press control responsible for save and name the save.

7. Restart the game

The user is not happy with the turn of events of the current game, so he wants to restart it.

User has to press control responsible for restart and try again.

8. See info about the console

The user wants to see information about the game and the creators. In order to do this, he or she turns on the console

Then chooses option "Credits" od "About" end browses the content.