USE CASE DOCUMENT

Use Case Name: Collect Rewards
Brief Description: Dinosaur should be able to collect rewards.
Actors: Dinosaur
Basic Flow: 1. User starts the game. 2. Dinosaur is running and comes across rewards. 3. User presses spacebar, dinosaur jumps and collect rewards.
Alternate Flow: 1. Dinosaur missed to collect rewards. 2. Dinosaur loses life and game ends.
Preconditions: Dinosaur has some life in the lifebar and can jump to collect coins.
Success Guarantee: Dinosaur can cross the levels by avoiding obstacles and gain points by collecting rewards
Minimal Guarantee: Dinosaur can collect rewards and increase user score.

Use Case Name: View Scoreboard
Brief Description: User should be able to view current score.
Actors: Dinosaur

Basic Flow:
   1. User starts the game.
   2. Dinosaur is running and comes across rewards.
   3. User presses spacebar, dinosaur jumps and collect rewards.
   4. User score increases.

Alternate Flow:
   1. Dinosaur missed to collect rewards.
   2. Dinosaur loses life and game ends.

Preconditions: Dinosaur has some life in the lifebar and is able to jump to collect coins.
Success Guarantee: Dinosaur can cross the levels by avoiding obstacles and gain points by collecting rewards
Minimal Guarantee: NA

Use Case Name: View LifeBar
Brief Description: User should be able to view his current lifebar.
Actors: Dinosaur
Basic Flow: 1. User starts the game. 2. Dinosaur is running and comes across obstacles. 3. User life gets updated. 4. User is able to view life on lifebar.
Alternate Flow: NA
Preconditions: Dinosaur has some life in the lifebar.
Success Guarantee: User should be able to play the game till life is there.
Minimal Guarantee: NA

Use Case Name: Lose life
Brief Description: Dinosaur loses life when collides with obstacles
Actors: Dinosaur
Basic Flow: 1. User starts the game.   2. Dinosaur is running and comes across obstacles.   3. Dinosaur collides with land and sky obstacles.   4. Dinosaur loses life.
Alternate Flow: 1. Dinosaur dodges obstacles.   2. Dinosaur can retain life.
Preconditions: Dinosaur has some life in the lifebar.
Success Guarantee: Dinosaur loses life by colliding with obstacles.
Minimal Guarantee: NA

Use Case Name: Game Over.

Brief Description:
User loses all the life and game ends.

Actors: Dinosaur

Basic Flow:
1. User starts the game.
2. Dinosaur is running and comes across obstacles.
3. Dinosaur collides with land and sky obstacles.
4. Dinosaur loses life.

Alternate Flow:
1. Dinosaur dodges obstacles.
2. Dinosaur can retain life.

Preconditions: Dinosaur has collided with obstacles.

Success Guarantee: Dinosaur loses life by colliding with obstacles and game ends.

Minimal Guarantee: User can view current score.

Use Case Name: Play/Quit game
Brief Description: User can choose to play or quit the game.
Actors: Dinosaur

Basic Flow:
    1. User selects to play and the game begins.
    2. User selects to quit and game ends.

Alternate Flow: NA
Preconditions: User opens the game.
Success Guarantee: User is able to play the game when he/she selects to play and quit the game when he/she selects to quit the game.
Minimal Guarantee: NA

Use Case Name: Dinosaur can run
Brief Description: Dinosaur should be able to run
Actors: Dinosaur
Basic Flow: 1. User starts the game   2. User can see the dinosaur running
Alternate Flow: 1. Dinosaur can jump to collect rewards and avoid obstacles.   2. Dinosaur loses life and the game ends.
Preconditions: Dinosaur has some life in the lifebar to be able to run.
Success Guarantee: Dinosaur can cross the levels by avoiding obstacles and gain points by collecting rewards
Minimal Guarantee: NA

Use Case Name: Dinosaur comes across rewards and obstacles in the game
Brief Description: There are sky obstacles like birds, land obstacles like stones and cactus, and rewards like coins that the dinosaur can come across.
Actors: Dinosaur
Basic Flow: 1. User starts the game 2. User can see the dinosaur running 3. User can see all the rewards and obstacles in the game.
Alternate Flow: 1. Dinosaur loses life and the game ends.
Preconditions: Dinosaur has some life in the lifebar to be able to run.
Success Guarantee: Dinosaur can cross the levels by avoiding obstacles and gain points by collecting rewards
Minimal Guarantee: NA

Use Case Name: Dodge land obstacles

Brief Description:
Dinosaur can jump and dodge land obstacles

Actors: Dinosaur

Basic Flow:
1. User starts the game
2. User can see the dinosaur running
3. User can see all the rewards and obstacles in the game.
4. User presses 'Space Bar' to make the Dinosaur jump for dodging the obstacles.

Alternate Flow:
1. User does not make the dinosaur jump and the dinosaur loses life by colliding with the obstacles.

Preconditions: Dinosaur has some life in the lifebar to be able to run.

Success Guarantee: Dinosaur can cross the levels by avoiding obstacles and does not lose life.

Minimal Guarantee: User can continue with the game by losing life

Use Case Name: User can cross levels
Brief Description: Dinosaur gains points by collecting coins and crosses the different levels of the game
Actors: Dinosaur
Basic Flow: 1. User starts the game 2. User can see the dinosaur running 3. User can see all the rewards and obstacles in the game. 4. User presses 'Space Bar' to make the Dinosaur jump for collecting the coins. 5. User crosses the levels.
Alternate Flow: 1. Dinosaur loses life and the game ends.
Preconditions: Dinosaur has some life in the lifebar to be able to run.
Success Guarantee: User plays the next level.
Minimal Guarantee: NA

Use Case Name: User knows when level is completed

Brief Description: When user gains some score he or she can view the level switch.

Actors: Dinosaur

Basic Flow:
1. User starts the game
2. User can see the dinosaur running
3. User can see all the rewards and obstacles in the game.
4. User presses 'Space Bar' to make the Dinosaur jump for collecting the coins.
5. User gains points and observes the level switch

Alternate Flow:
1. Dinosaur loses life and the game ends.

Preconditions: Dinosaur has some life in the lifebar to be able to run.

Success Guarantee: User plays the next level.

Minimal Guarantee: NA