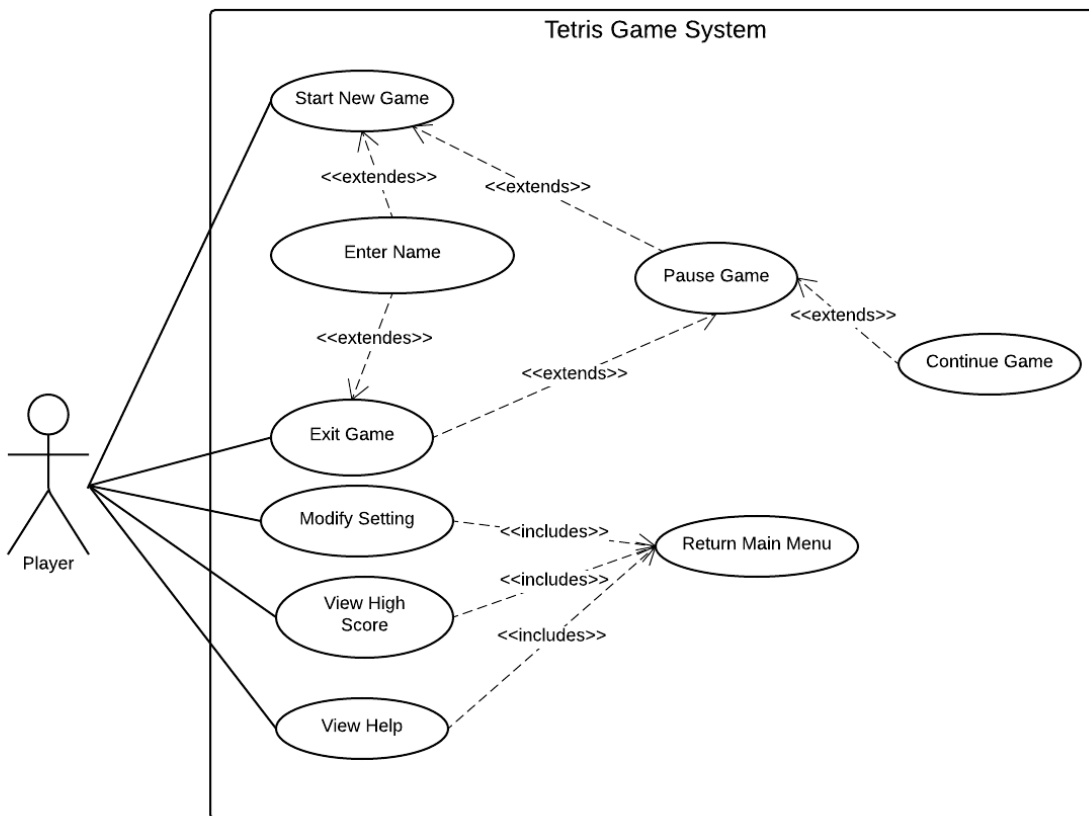


Tetris on Android (Project Part 2)

Name: Lili Ji

Use Case Diagram



Related Use Case Documents

Use Case ID: UC-01		
Use Case Name:	Start New Game	
Description	Allow player to start a new game	
Actor	Player	
Pre-conditions:	The player open the app and menu is loaded	
Post-conditions:	Game is running upon load	
Frequency of Use:	At the beginning of game	
Flow of Events:	Actor Action	System Response
	1. Player press "Start New Game" button	1.System makes new game board
Variations:		
Notes and Issues:		
Developer Notes:		

Use Case ID: UC-02		
Use Case Name:	Modify Setting	
Description	Allow player to change volume	
Actor	Player	
Pre-conditions:	Menu is loaded	
Post-conditions:	New volume is applied	
Frequency of Use:	Infrequently	
Flow of Events:	Actor Action	System Response
	1. Player press "Setting" button	1. System updates with new volume
	2.Player adjusts volume UI	
Variations:		
Notes and Issues:		
Developer Notes:		

Use Case ID:	UC-03	
Use Case Name:	Exit Game	
Description	Allow player to exit game	
Actor	Player	
Pre-conditions:	Menu is loaded	
Post-conditions:		
Frequency of Use:	Everytime after playing game	
Flow of Events:	Actor Action	System Response
	1. Player press “Exit Game” button	1.System shuts down safely
Variations:	Player closes the window to exit game	
Notes and Issues:		
Developer Notes:		

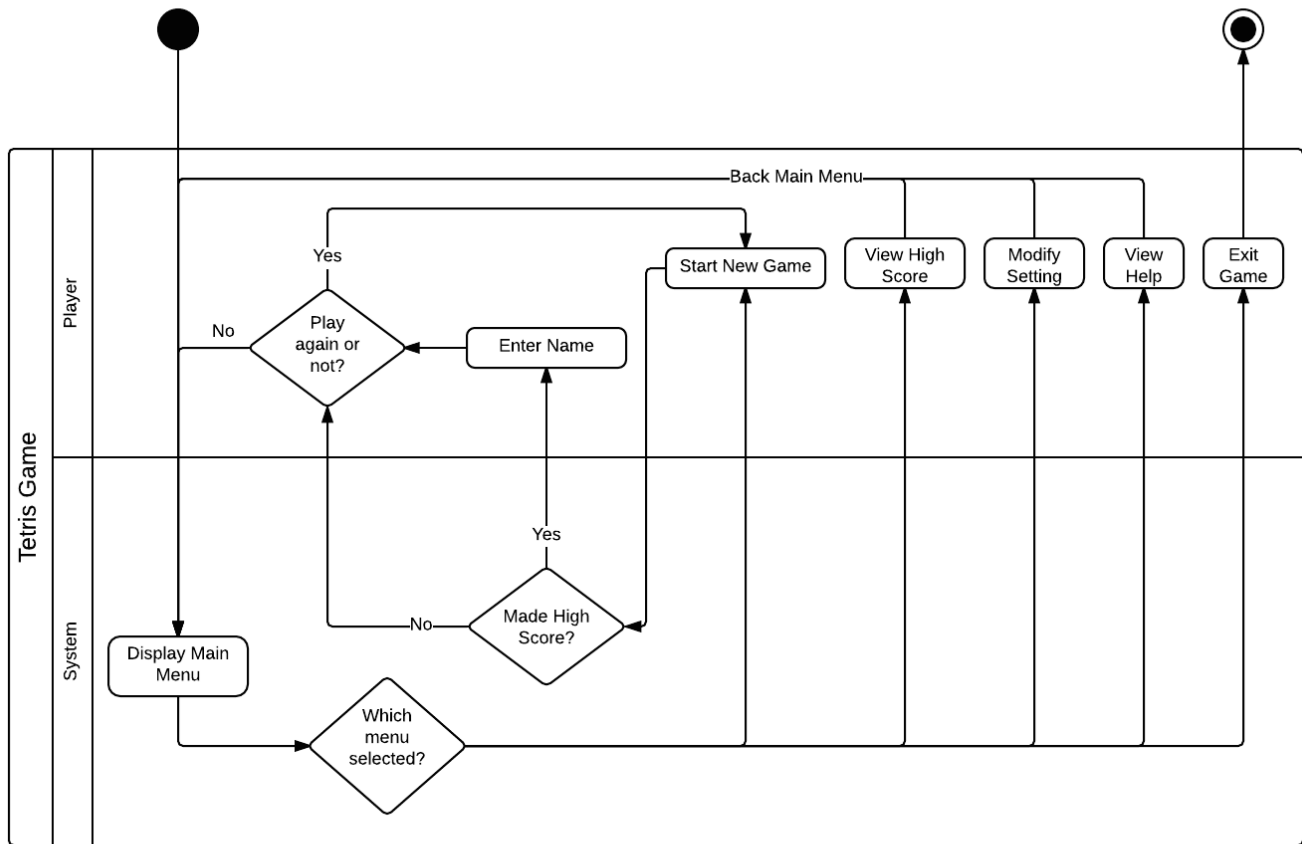
Use Case ID:	UC-04	
Use Case Name:	View High Score	
Description	Allow player to view the high score	
Actor	Player	
Pre-conditions:	Menu is loaded	
Post-conditions:		
Frequency of Use:	After game over and occasionally at will	
Flow of Events:	Actor Action	System Response
	1. Player press “View High Score” button	1.System displays name and high scores from date file
Variations:	Player can view high score through the “High Score” button and when they make a high score	
Notes and Issues:		
Developer Notes:		

Use Case ID:	UC-05	
Use Case Name:	View Help	
Description	Allow player to view the help instruction	
Actor	Player	
Pre-conditions:	Menu is loaded	
Post-conditions:		
Frequency of Use:	Occasionally at will	
Flow of Events:	Actor Action	System Response
	1. Player press “View Help” button	1.System displays the help instruction
Variations:	Player can view help through the “View Help” button	
Notes and Issues:		
Developer Notes:		

Use Case ID:	UC-06	
Use Case Name:	Enter Name	
Description	The player will enter their name when game is over if they make a high score	
Actor	Player	
Pre-conditions:	The game is over and the player make a high score	
Post-conditions:	The score and user name will be saved in the database	
Frequency of Use:	Often	
Flow of Events:	Actor Action	System Response
	1. Player enter their name	1.System save the name and score
Variations:	Exit game or restart game directly	
Notes and Issues:		
Developer Notes:		

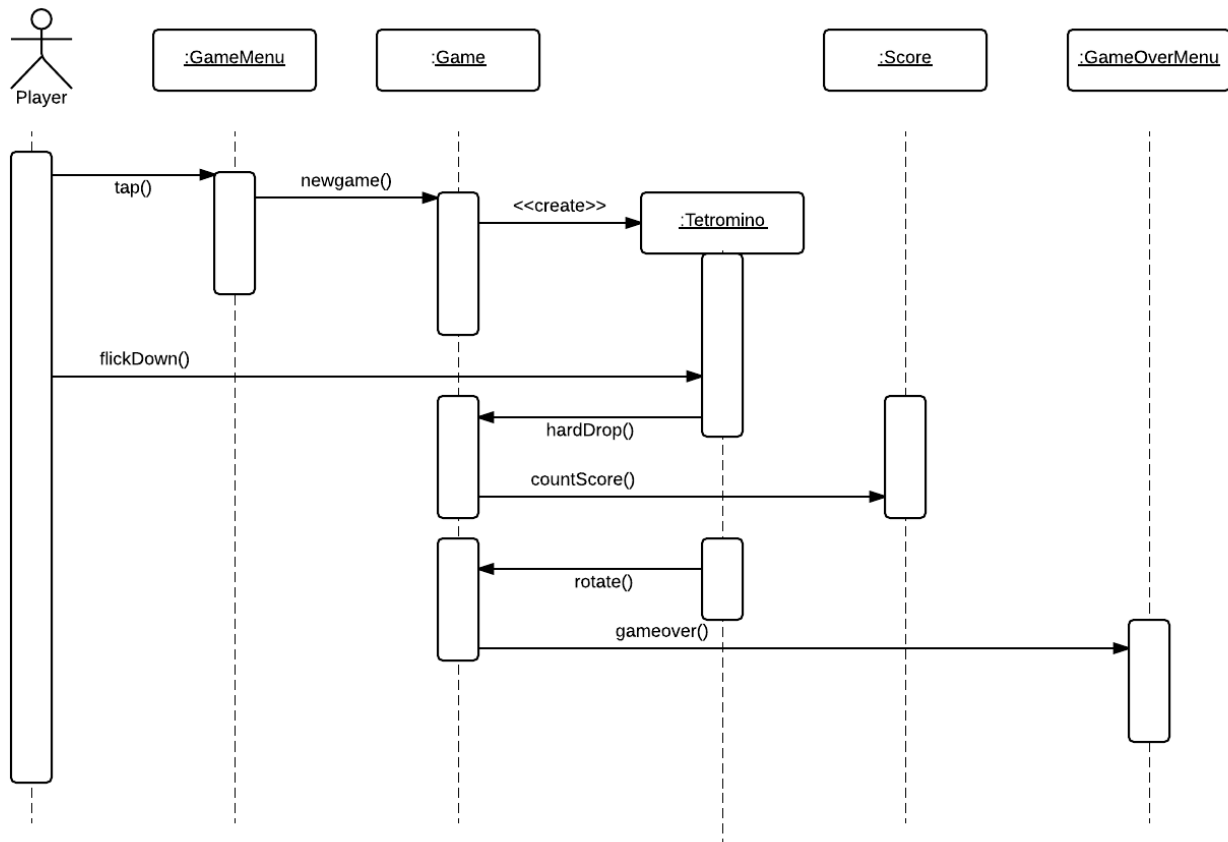
Use Case ID:	UC-07	
Use Case Name:	Pause Game	
Description	The player can pause game during playing	
Actor	Player	
Pre-conditions:	The player are playing game	
Post-conditions:	The game are paused after pressing the pause button	
Frequency of Use:	During playing game.	
Flow of Events:	Actor Action	System Response
	1. Player click the pause button	1.System is paused
Variations:	The player can continue to play game or exit game.	
Notes and Issues:		
Developer Notes:		

Activity Diagram:



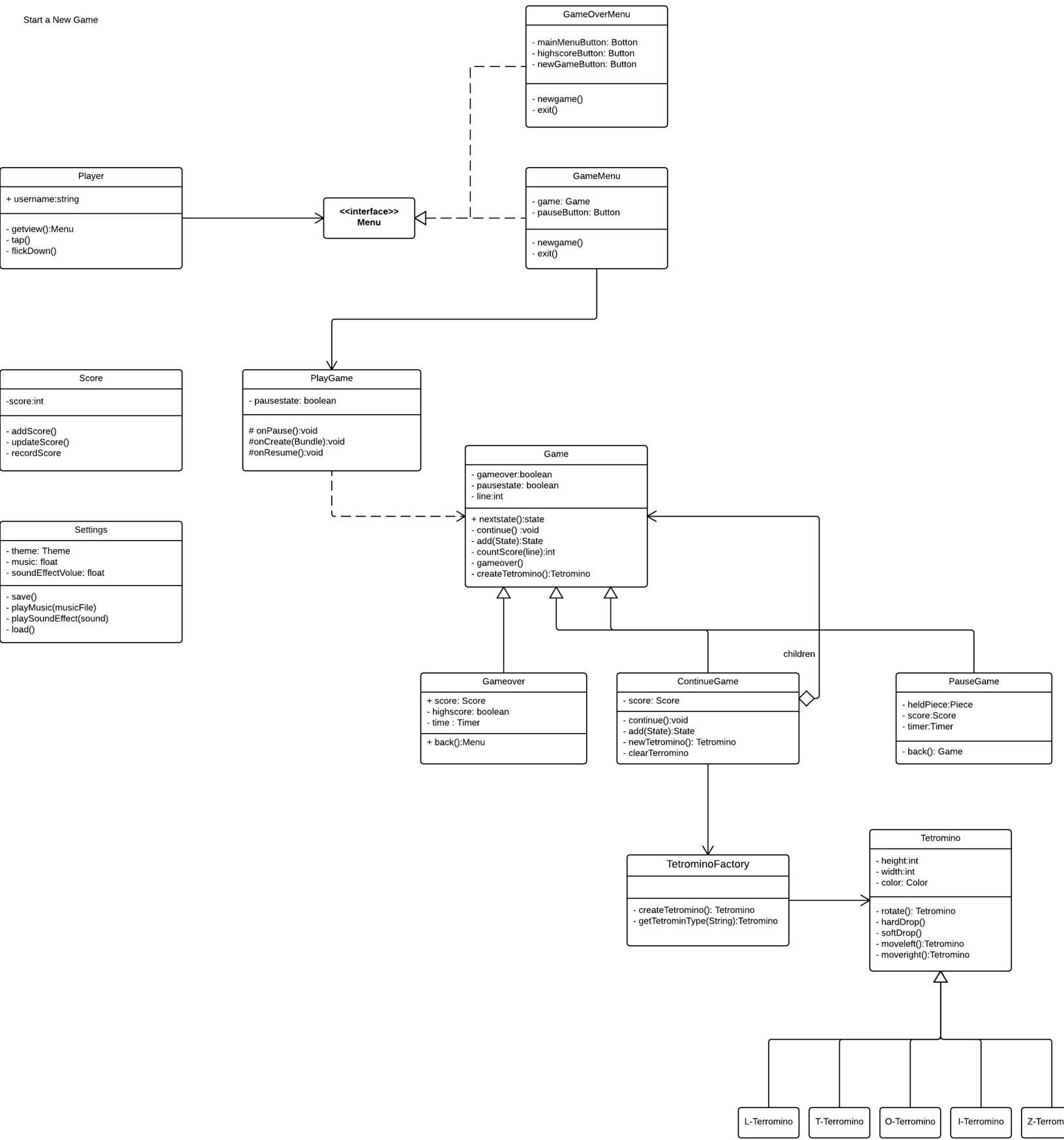
User Interactions:

Start a New Game



Class Diagram:

Start a New Game



Try to use three design patterns(Factory, State, Composite).