**Use Cases**

**ID: UC\_01**

**Title:** Game mode selection

**Description:** Screen to select whether the user wants to play that game as single-player or multiplayer.

**Primary Actor:** Player

**Precondition:** None

**Postcondition:** Player is directed to the name selection screen.

**Minimal Guarantees:** You will be able to have as many players as desired.

**Success Guarantees:** You will be considered a team by name whether you play the game multiplayer or single player.

**Trigger:** Start-up of the game.

**Main Success Scenario:** Player either selects single-player or multiplayer and is transferred to the designated selection.

**Extensions:**

* No internet connection when choosing multiplayer.
* Internet connection lost when creating a multiplayer game.

**ID: UC\_02**

**Title:** Name selection

**Description:** Allows the user to enter a name to be identified with whilst in a game.

**Primary Actor:** Player

**Precondition:** Player needs to have chosen a preferred game mode.

**Postcondition:** Player is given the desired name alongside a unique identifier (if multiplayer is selected)

**Minimal Guarantees:** Team name can be lengthy.

**Success Guarantees:** Team or player chooses the name they desire.

**Trigger:** Team selections are finalized and Team name label is clicked by user to edit.

**Main Success Scenario:** All name changes remain for the duration of the game.

**Extensions:**

* Name selection is lengthy
  + Character count will limit the amount of characters in the field for a name.

**ID: UC\_03**

**Title:** Category Selection

**Description:** Handles how a user can select custom trivia questions to be played.

**Primary Actor:** Player

**Precondition:** None

**Postcondition:** Category is selected and the game is started.

**Minimal Guarantees:** Random category is selected after a given amount of time of inactivity from the player.

**Success Guarantees:** Category is selected by the player under the time limit.

**Trigger:** Point selection (How many points could be earned) of category from user.

**Main Success Scenario:** Question associated with category will appear.

**Extensions:**

* Connection is lost when selecting a category.
* Categories fail to load before the timer runs out.

**ID: UC\_04**

**Title:** Individual Timer

**Description:** A timer runs once a question is displayed to the user.

**Primary Actor:** Player

**Precondition:** Player has to be in an ongoing viable game and has received a question successfully.

**Postcondition:** Countdown commences.

**Minimal Guarantees:** Correct answer is given with the last five seconds of the timer.

**Success Guarantees:** Correct answer is given within the first five seconds.

**Trigger:** Countdown is triggered once the question is displayed.

**Main Success Scenario:** Player is able to successfully answer a question within the given time limit.

**Extensions:**

* Player submits an answer at the same time as the timer runs out.
* Connection lapse while the timer is running.

**ID: UC\_05**

**Title:** Penalty system

**Description:** Points are deducted from the player’s score for each incorrect answer and an alert will appear to have a segment of time for the player to do the workout routine that shows up on the screen as penalty. They will click the screen when finished.

**Primary Actor:** Player

**Precondition:** The player score has been properly initialized before each game. A question was answered incorrectly.

**Postcondition:** Points are subtracted from the player’s score after an incorrect answer.

**Minimal Guarantees:** The message will leave after a certain period of time.

**Success Guarantees:** An alert message will appear for the player to follow. They will click the screen to return to the game.

**Trigger:** If an invalid answer is given to a question.

**Main Success Scenario:** Points are deducted from the player’s score with each given wrong answer. Players will proceed to game after clicking the screen when they perform penalty workout.

**Extensions:** None

**ID: UC\_06**

**Title:** Score screen/Leaderboards

**Description:** Responsible for displaying the scores at the end of each game.

**Primary Actor:** Player

**Precondition:** The game has to be completed totally, or if there are not enough players playing in multiplayer.

**Postcondition:** Scores are displayed.

**Minimal Guarantees:** If not enough players are in the game at the given moment

**Success Guarantees:** All questions are answered (either correct or incorrect)

**Trigger:** Screen is activated once the game is ended.

**Main Success Scenario:** The points that each player has gathered is displayed in order of rankings.

**Extensions:**

* All players leave the game
* Ranking adjustment if two or more players scored the same points.