CMPT 276 PROJECT

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USE CASES

Use case 1: Enter the game.

Primary actor: The user.

Goal in context: To start the game.

Preconditions: The game must be fully configured with user's interface and ready to run

Trigger: User want to play game

Scenario:

1. Users open the application
2. User press starts button while in user's interface

Exceptions:

1. The start button was not configured to run the game
2. User selects "Exit" —see use-case: "Exit"

Priority: Low priority, to be implemented after basic function

When available: Second last increment.

Frequency of use: Infrequent

Use case 2: Exit the game

Primary actor: The user

Goal in context: To exit the game

Preconditions: User must be in the game already

Trigger: User want to exit the game

Scenario:

1. User opens the application
2. User selects "Start" to start the game (Optional)

   User plays the game (Optional)

3. User select "Pause" if in the game

4. User select "Exit"

Exception:

1. "Exit" button was not configured to exit the game

2. Users is not able to start the application

Priority: Low priority, to be implemented after basic functions

When available: Last increment.

Frequency of use: Infrequent

Use case 3: Move the character

Primary actor: The user

Goal in context: Control character's position (limited controllable)

Preconditions: User must be in the game already, keyboard has been configured

Trigger: User want to control the character to collect points and avoid moving enemies

Scenario:

1. User opens the application

2. User selects "Start" to start the game

3. User control character buy keyboard

Exception:

1. Control keyboard have not configured

2. Player is not in the game yet

3. User using wrong keyboard button to control character

4. The game is end

5. Character is being blocked by an "harmless" inanimate object

Priority: High priority, to be implemented after the game environment

When available: Second increment.

Frequency of use: High frequency

Use case 4: Collect diamond

Primary actor: The user

Goal in context: To collect diamond in the game

Preconditions: User must be in the game match, able to control the character to the diamond

Trigger: User want to collect all diamonds in order to win the game

Scenario:

1. User opens the application
2. User selects "Start" to start the game
3. User plays the game
4. User want to collect diamonds by moving main character

Exception:

1. No diamond was implemented.
2. Collected diamonds have not been able to change character's points.
3. User collide with punishment instead
4. The game is end

Priority: High priority

When available: Third increment

Frequency of use: High frequency

Use case 5: Collide with animated/unanimated enemies

Primary actor: The user

Goal in context: To restart the game by colliding with animated/unanimated enemies

Preconditions: User must be in the game match

Trigger: User want to test out if the game will restart when collide with a moving enemies

Scenario:

1. User opens the application
2. User selects "Start" to start the game

3. User control the character throughout the map
4. Character collide with a moving enemies

Exception:

1. The user is not in the game
2. The user won the game
3. Enemies was not configured to end the game when collide (animated enemies)

Priority: High priority

When available: Fourth increment

Frequency of use: Medium frequency