

Use Case UC4: Play tutorial mode

Primary Actor: Player

Stakeholders and Interests:

Player: Wants to improve his skills in scrabble, learn the rules via playing the game, or to try a new strategy in order to see if it can work against real players.

Developers: Want to make sure that the AI player can actually simulate a real opponent according to the selected difficulty level so that the player can enjoy the game and learn more about the game if it is needed.

Preconditions: Player has launched the game and selected tutorial mode.

Success Guarantee: Game is completed. Player has either lost or won. His game statistics have been saved and updated. Player can either leave the game or start a new one.

Main Success Scenario:

1. Player selects the difficulty.
2. Player selects the number of AI opponents.
3. Player starts the game.
4. Player plays the game of scrabble. (UC2)
5. Player presses the button “Rules”.
Step 5 can be done multiple times.
6. Player presses the button “Clue”.
Step 6 can be done multiple times.
7. Player sees the game statistics (UC5).
8. Player goes back to the main menu.

Extensions:

- *a. Application crashes.
 1. Player restarts the application.
- 2b. Player starts a new game of tutorial mode.
- 3a. Game does not start due to an unknown issue.
 1. Player reports the issue to the developers.
 - 1a. Player tries to start tutorial mode once again.
 1. Restart fixes the issue.
 - 1a. Restart does not fix the issue.
 1. Player closes tutorial mode.
 2. Player continues to play.
 2. Player closes tutorial mode.
- 3b. Game starts but AI opponents do nothing.

1. Player reports the issue to the developers.
 - 1a. Player tries to start tutorial mode once again.
 1. Restart fixes the issue.
 - 1a. Restart does not fix the issue.
 1. Player closes tutorial mode.
 2. Player continues to play.
 2. Player closes tutorial mode.
- 5a. Rules do not appear.
 1. Player ignores it and continues to play.
 - 1a. Player tries to start tutorial mode once again.
 1. Restart fixes the issue.
 - 1a. Restart does not fix the issue.
 1. Player closes tutorial mode.
 2. Player reports the issue to the developers.
 - 2a. Player does not report the issue to the developers.
 2. Player continues to play.
- 6a. Clues do not appear.
 1. Player ignores it and continues to play.
 - 1a. Player tries to start tutorial mode once again.
 1. Restart fixes the issue.
 - 1a. Restart does not fix the issue.
 1. Player closes tutorial mode.
 2. Player reports the issue to the developers.
 - 2a. Player does not report the issue to the developers.
 2. Player continues to play.
- 8a. Player wants to go back to the tutorial mode menu.
 1. Player selects the option.
- 8b. Player cannot go back due to an unknown issue.
 1. Player restarts the application.

Special requirements:

AI opponents should have their own profile pictures and react to the player's turns. Their turns should take only a few seconds.

Technology and variations:

- 1a. The number of opponents must be selected manually (one opponent by default).
- 1b. There can be maximum 3 opponents.
- 1c. Each opponent has the same difficulty level.
- 2a. Difficulty level must be selected manually.
- 2b. Difficulty level can be "easy" or "hard" ("easy" by default).

