

Assignment 2

Use Cases

UC 1 Start Game

Main scenario

USE Cases

- Actors : Player
 - Post conditions : The start menu is shown.
 - Precondition : none
1. Starts when the player start a new game.
 2. The player chooses his Username.
 3. The system presents the options to start a new game, end game and new game and choose difficulties.
 4. The player chooses to start a new game.
 5. The system starts a new game.

Repeat from stage 3

Alternative scenarios

- 4.1 The player chooses to end the game.
 1. The system quits the game.
- 4.2 The player writes a letter or letters instead of a number.
 1. The game presents and error message
- 4.3 The player chooses to start a new game and choose difficulty.
 1. The system presents 3 different levels of difficulties.
 2. The player chooses one of them
 3. The system presents 3 different amounts of lifes.
 4. The player chooses one of them.
 5. The system starts a new game.

UC 2 Quit game

Precondition : Have chosen Username.

Postcondition :The Hangman game is terminated.

1. When the player wants to quit the game.
2. The player chooses to end game.
3. The system ends the game.

UC 3 new game and choose difficulties

Precondition : Have chosen Username.

Precondition :none.

1. Starts when the player wants to start a new game and choose difficulties.
2. The player chooses to start a new game and to choose difficulties.
3. The system presents 3 different levels of difficulties.
4. The player chooses one of them
5. The system presents 3 different amounts of lifes.
6. The player chooses one of them.
7. The system starts a new game.

Time log

Time use cases planed 3 timmar

Took 2 hours and 40 min 12-02

Use case diagram planed 10 min 13-02

Tock 15 min

State chart 15 min 13-02

Tock 15 min

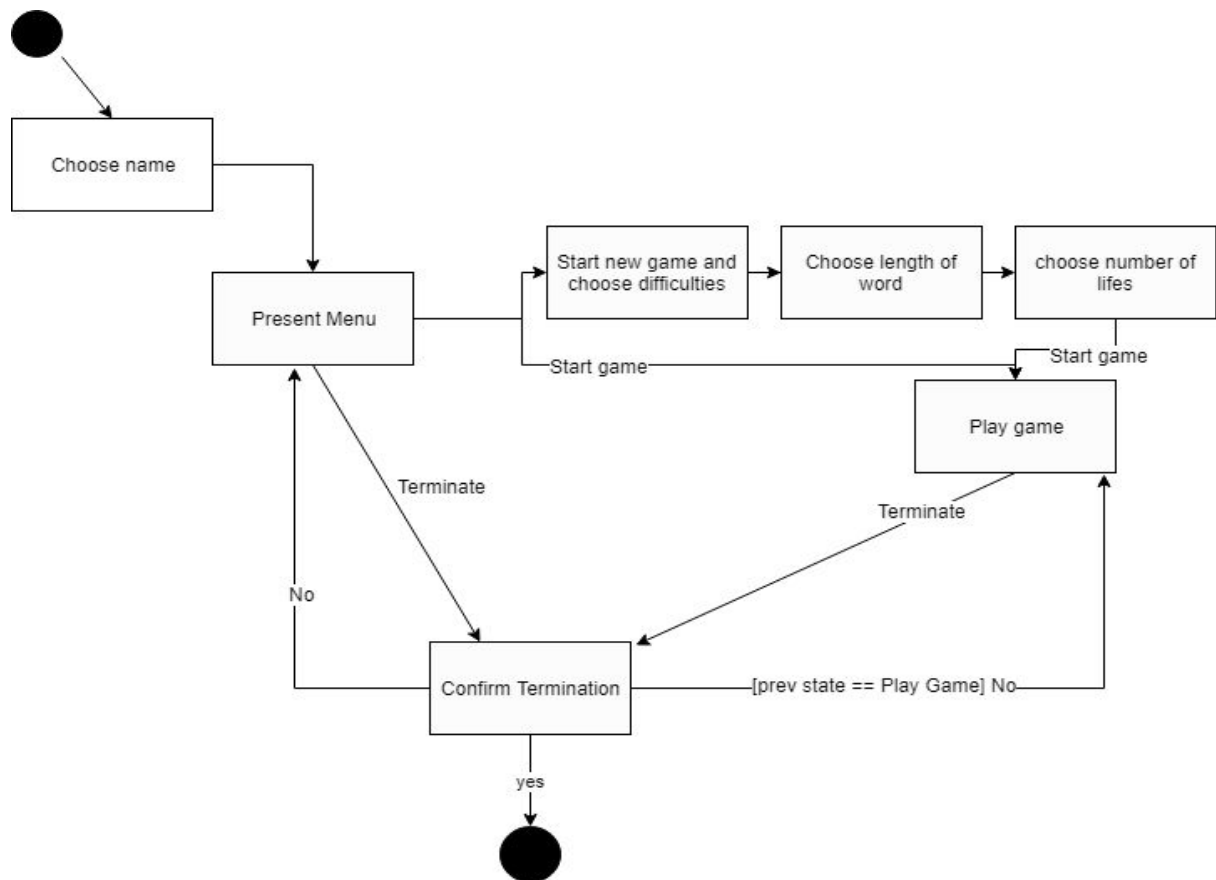
Implementation 3 hours 18-02

Tock 3 and 30 min

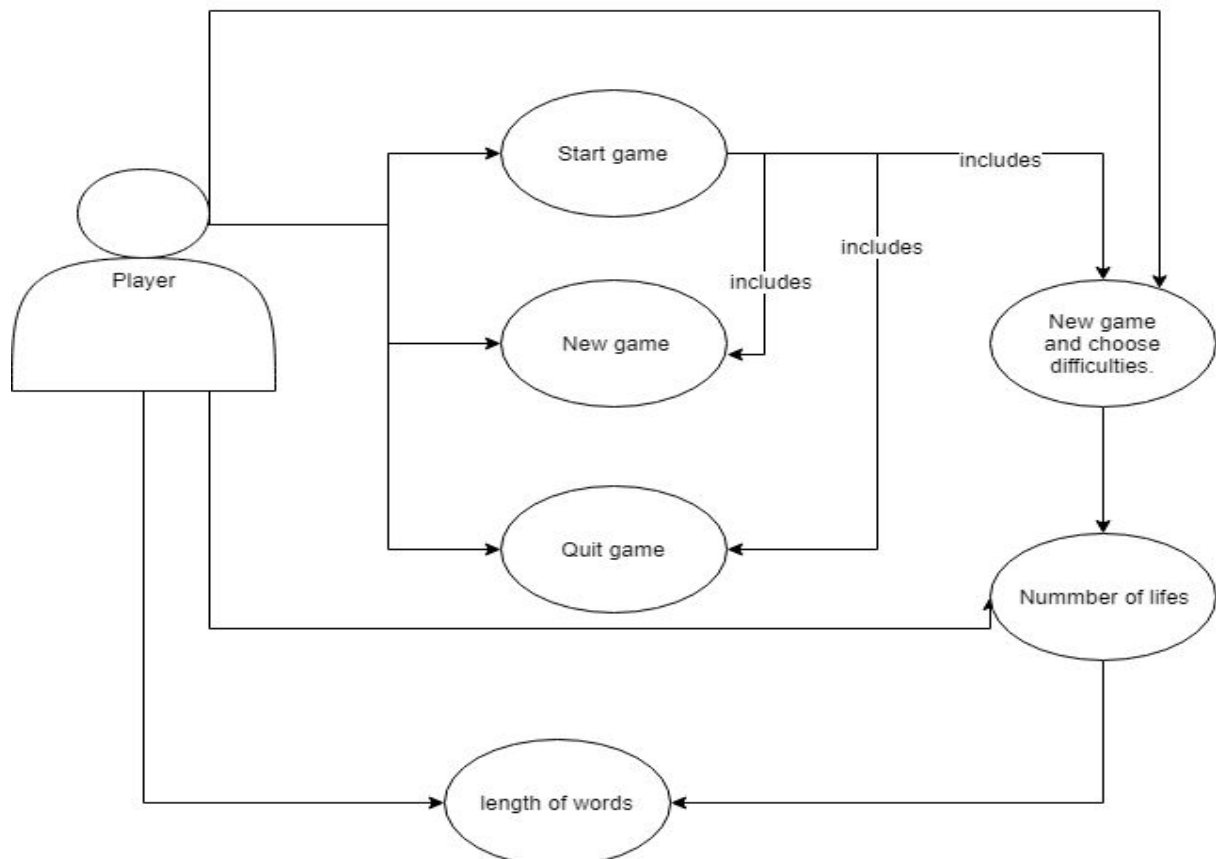
Class diagram 40 min

Tock 30 min

State Machine Diagram



Use Case Diagram



- Class diagram

