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.

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.

UC 4 Play game
Precondition : Have chosen Username.

1. Starts when the player wants to play a new game
2. The player chooses to start a new game
3. The system starts a new game.
4. Player plays the game

Alternative scenarios

4.1 The player chooses to quit the game and return to the menu

Estimated time

1. Time use cases planned 3 hours
2. Use case diagram planned 10 min
3. State chart planned 15 min
4. Implementation planned 3 hours
5. Class diagram 40 min

6. Use case diagram remade 30 min
7. State chart remade 40 min
8. Class diagram remade 20 min

Time log

1. Use cases

Took 2 hours and 40 min 12-02

2. Use case diagram planed 13-02

Tock 15 min

3. State chart 13-02

Tock 15 min

4. Implementation 18-02

Tock 3 and 30 min

5. Class diagram

Tock 30 min

6. Use case diagram remade 15-09

Tock 30 min

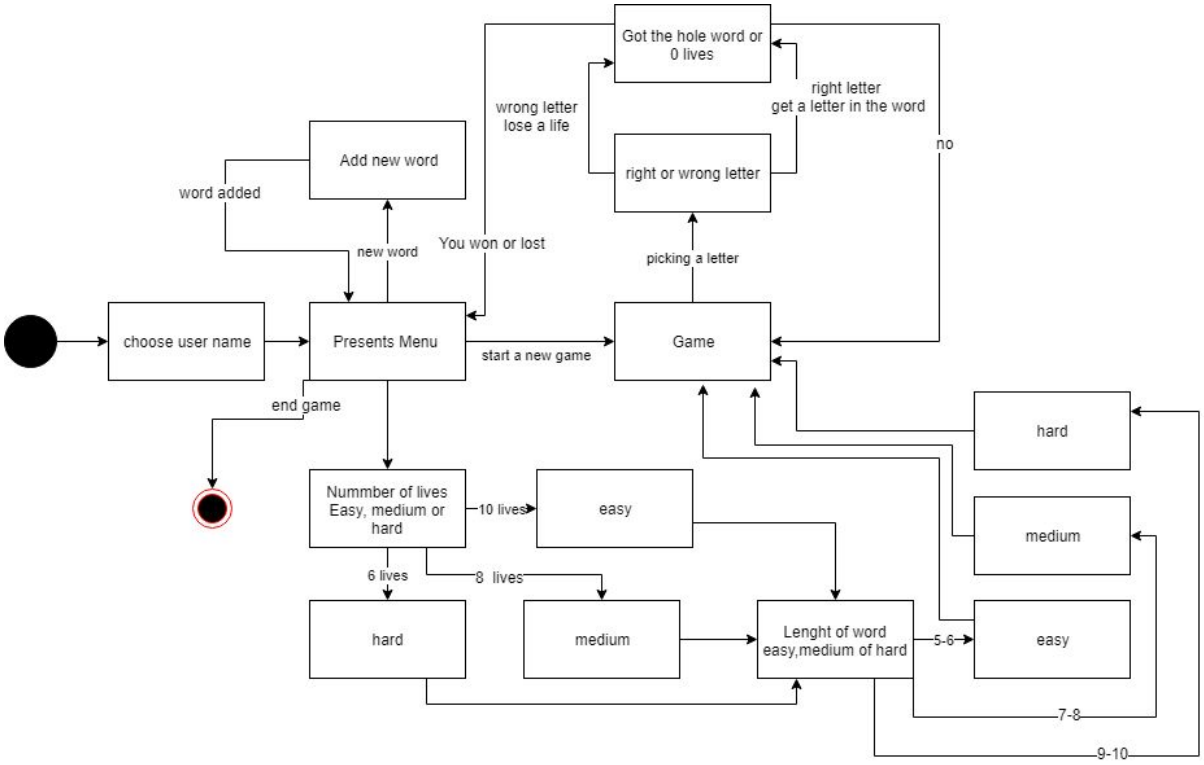
7. State chart remade 15-09

Tock 35 min

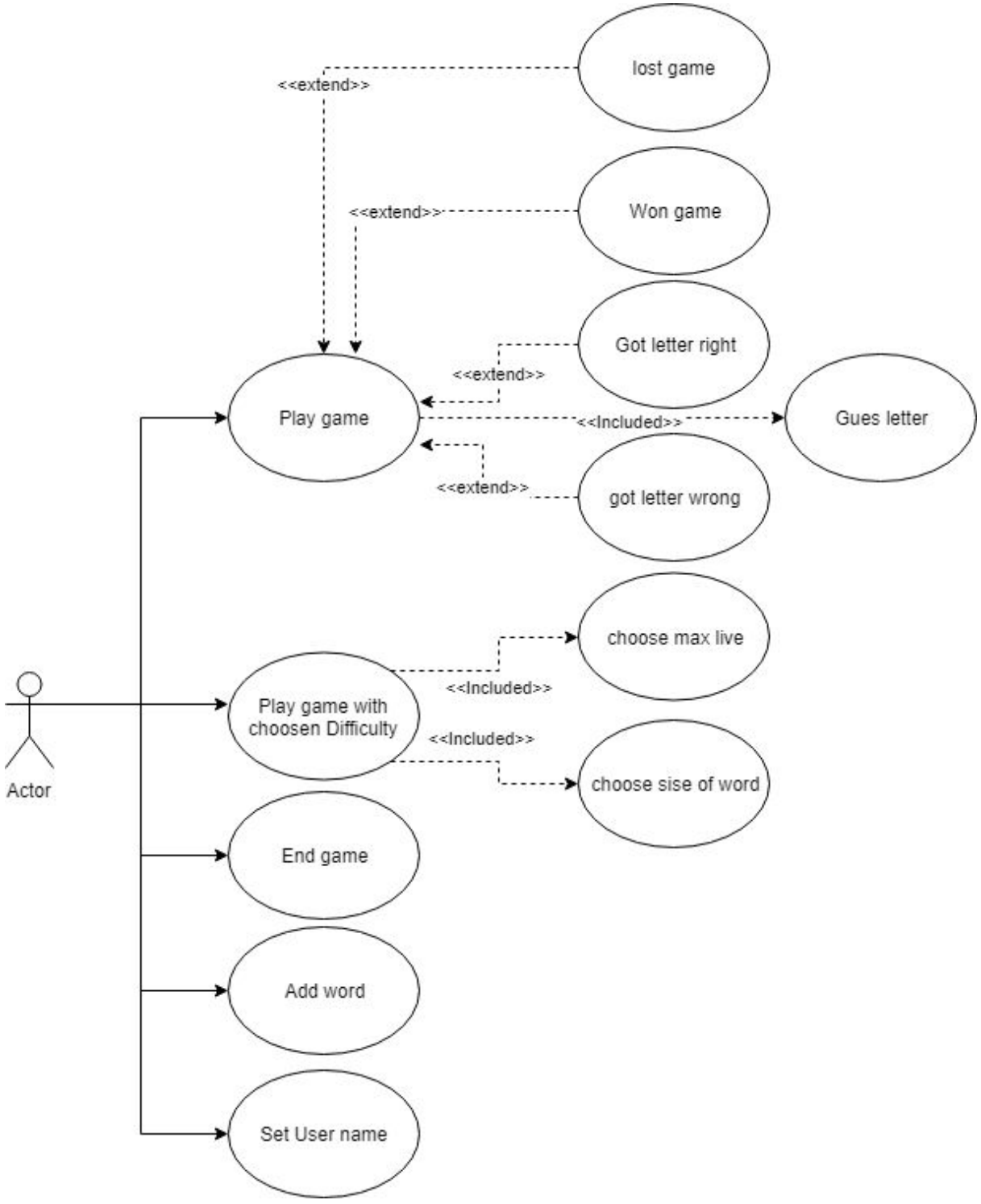
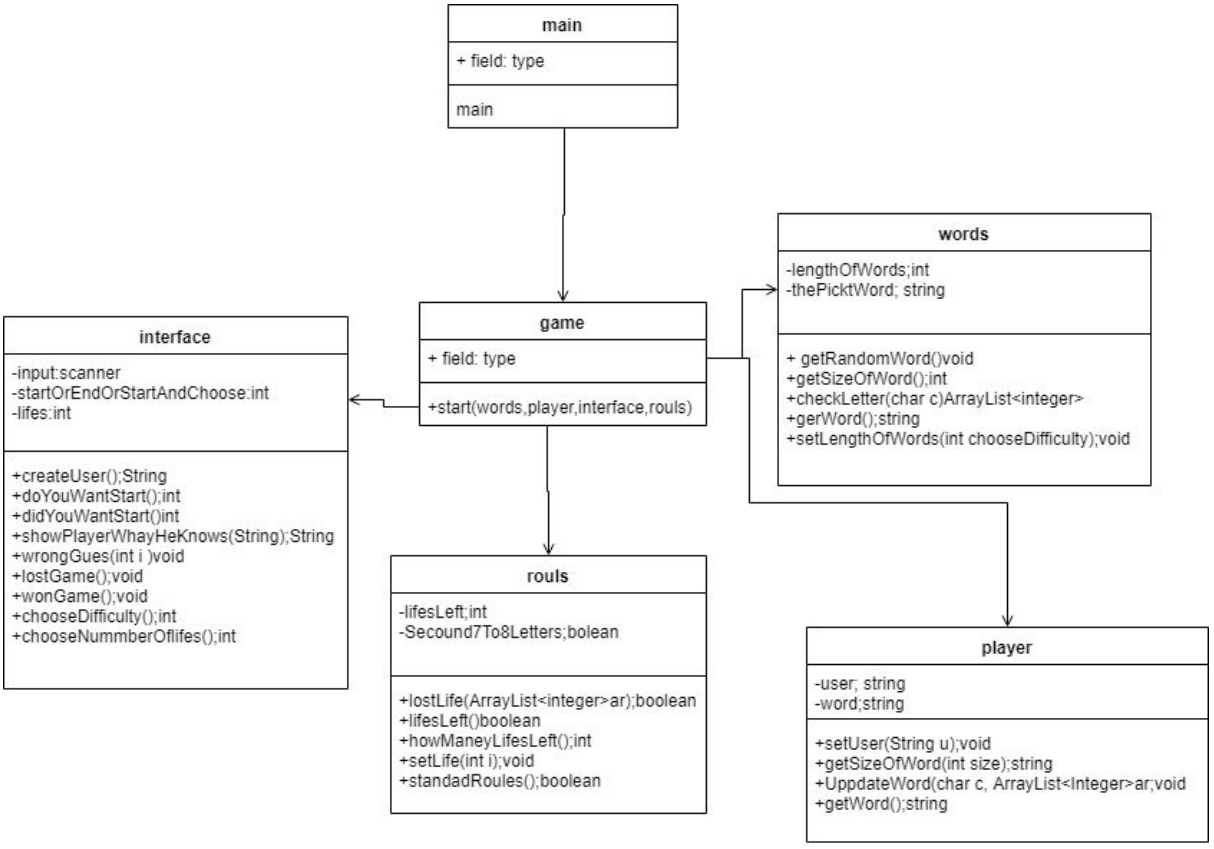
8. Class diagram remade 15-09

Tock 25 min

State Machine Diagram



Use Case Diagram



- Class diagram