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

Time log

Time use cases planed 3 timmar
Took 2 hours and 40 min 12-02

Use case diagram planed 10 min 13-02
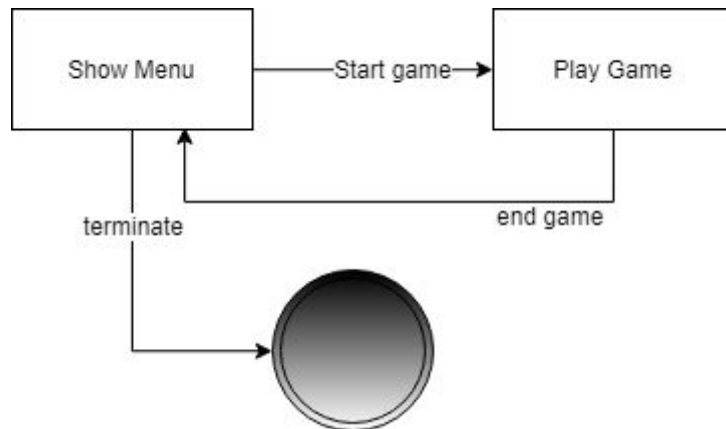 Tock 15 min

State chart 15 min 13-02
Tock 15 min

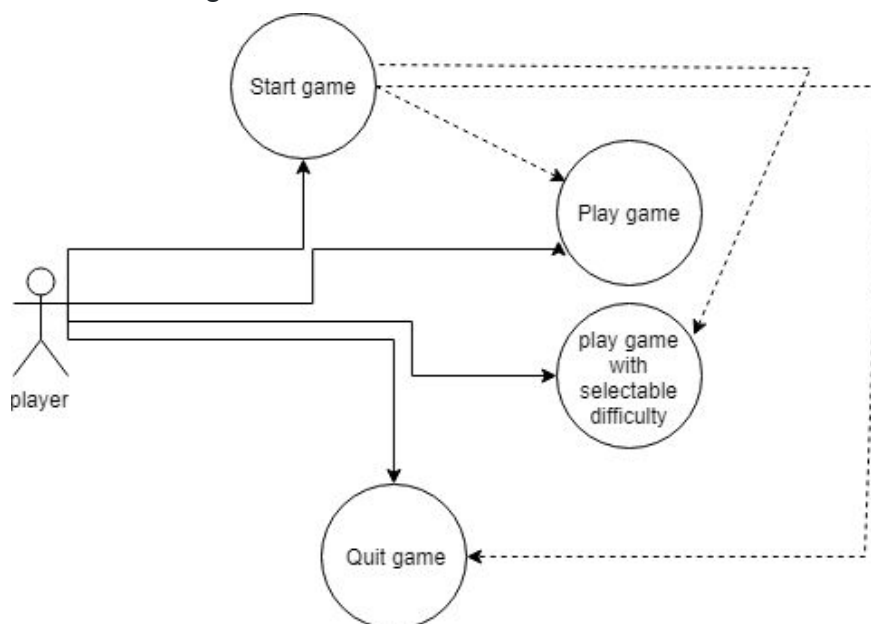Implementation 3 hours 18-02
Tock 3 and 30 min

Class diagram 40 min
Tock 30 min

State Machine Diagram

Use Case Diagram

Text

● Class diagram

main

+ field: type

main

interface

-input :Scanner
-startOrEndOrStartAndChoose: int
-lifes:int

+CreateUser(); String
+doYouWantStart(); int
+didYouWantStart(); int
+showPlayerWhatHeKnows(String); String
+wrongGues(int i); void
+lostGame(); void
+wonGame();void
+chooseDifficulyt(); int
+chooseNummberOfLifes(); int

Game

+ field: type

+ start(Words , Player , Interface , Rouls)

Words

-lengthOfWords ; int
-ThePicktWord; string

+getRandomWord() void
+getSizeOfWord() ; int
+checkLetter(char c);ArrayList<Integer>
+getWord(); String
+setLenthOfWords(int chooseDifficulyt); void

Rouls

-lifesLeft; int
-Secound7To8Letters;boolean

+lostLife(ArrayList<Integer> ar);boolean
+LifesLeft();boolean
+howManeyLifesLeft();int
+setLife(int i);void
+standadRoules();boolean

player

-user; string
-word; string

+setUser(String u);void
+getSizeOfWord(int size); String
+UppdateWord(char c, ArrayList<Integer> ar);void
+getWord();String