User’s Guide

for

Manhunt

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Team 3

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# Introduction

Manhunt, a more strategic version of tag, is a game that many individuals over the age of 20 may have fond memories of playing during their teenage years. However, the current generation of teenagers have higher expectations of entertainment, thus games like Manhunt have fallen from popularity in le of electronic forms of entertainment. The Manhunt mobile application is designed to bring technology and further engagement into the traditional game of Manhunt in the hopes of re-introducing Manhunt to today’s teenagers in a fun and exciting way.

# Hardware and Software Requirements

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| **Application Mobile Device Requirements** | |
| **Hardware** | * An android mobile device * Single-core 1.0 GHz * 1024 MB of RAM, and 5MB free of flash memory * GPS * Cellular data connection |
| **Software** | Android OS, v4.0 (Ice Cream Sandwich) or higher. |
| **Server Requirements** |  |
| **Hardware** | * Intel Xeon E3 1225 v3 64-bit Quad-core or equivalent * 24 GB DDR3 1600 MHz Unbuffered ECC Memory * 2x 1 TB 7200 rpm Hard Disk Drive * Reliable Gigabit LAN |
| **Software** | * MySQL Server 5.4 * PHP 5.3 and Apache 2.2 |

# Getting Started

In your Android mobile device, go to Settings, then select Security and check the box “Allow installation of apps from unknown sources.” Download the application installer (.apk) from [ ]. Once the apk file has been downloaded, tap the downloaded file. Select Install and wait for the installation to complete. Once completed, an installation completion confirmation will appear, tap on Open button to open Manhunt. Once the application is up and running, tap on the START button at the bottom of the screen. The game will present you with a Map, navigation buttons and a Power Up button. Use these buttons to interact with the application.

# Use Cases

|  |  |
| --- | --- |
| **Play Match** | |
| **Use Case ID** | Team3\_PlayMatch |
| **Use Case Level** |  |
| **Scenario** | The Player plays a Game Match. |
| **Actor** | Player |
| **Pre-conditions** | 1. Player has the Game installed and running on their mobile device. 2. Player has started a Game Match. 3. Player has strong GPS signal. 4. Player has a strong Data connection. |
| **Description** | 1. Use case begins when the Player transitions into the match from the Lobby Screen. 2. The system shall display a connection message. 3. The system shall show the Player the Map Screen along with a slide out menu on the left side. 4. The system shall retrieve and populate the Map Screen with the locations of the other Players based on whether the Player is either a Predator or Prey Player. 5. The system shall continue to update and refresh the Map Screen repeatedly at a set time interval. 6. Use case ends when the Game Match ends and the Post-Game Screen is displayed. |
| **Relevant Requirements** | The Player is not attempting to enter the match from a commercial airplane. |
| **Post-conditions** | 1. The Game Match was successfully played. 2. The Post-Game Screen is displayed. |
| **Alternative Courses of Actions** | 1. In step D.2 if the system does not have a strong GPS signal or Data connection then it will display an error message. 2. In step D.5 if the system losses GPS signal or Data connection for a specific duration it will display an error message. |
| **Exceptions** | 1. The Player has reached the Map Screen, however the system is not displaying any information on the Map Screen. 2. The Player’s Map Screen does not update information. 3. The Player’s Map Screen shows an incorrect location. 4. The system is displaying the wrong data on Map Screen for either Predator or Prey Players |
| **Related Use Case(s)** | 1. Team3\_JoinAMatch 2. Team3\_InGameChat 3. Team3\_CheckScore 4. Team3\_UsePowerUp 5. Team3\_TagPlayer |
| **Decision Support** | |
| **Frequency** | A Player will play an average of five matches per Game Instance. |
| **Criticality** | High. The system is not functioning properly if a Player cannot play a Game Match. |
| **Risk** | High. Implementing this use case requires the use of the Google Maps API with the integration of GPS services and a Data connection. |
| **Constraints** | Usability  Intuitive use by touch.  Basic usage should be in the tutorial.  Reliability  Mean time to Failure – 15% failures for every 24 hours of operation is within acceptable limits.  Availability – Downtime of one hour per 24 hours is acceptable.  Performance  The Map Screen should refresh automatically every minute.  The Map Screen should be able to sustain 20 Players at a time.  Supportability  The Map Screen should properly display on all types of devices and screen sizes.  Predator Specific Constraints   1. Predator cannot use PowerUps that involve manipulating the Predator’s location. 2. Predator’s Map Screen refreshes Prey locations less often. 3. Predator’s Map Screen beacons are less accurate than those on the Prey’s Map Screen. |
| **Modification History** | |
| **Owner** | Musa V. Ahmed |
| **Initiation Date** | 06/01/14 |
| **Date Last Modified** | 06/02/14 |

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| **Use PowerUp** | |
| **Use Case ID** | Team3\_UsePowerUp |
| **Use Case Level** |  |
| **QQScenario** | Player disrupts or alters the Map Screen of other Players using a PowerUp. |
| **Actor** | Player |
| **Pre-conditions** | 1. Player has slid the pull out menu from the Map Screen. 2. Player must have available PowerUps. |
| **Description** | 1. Use case begins when the Player taps the accordion PowerUp heading in the pull-out menu. 2. The system shall provide the Player with a screen with all of the PowerUps available to the Player. 3. The Player shall then tap the PowerUp they desire. 4. The system shall then grant the Player with the features they selected PowerUp contains. 5. Use case ends when the pull-out menu slides back in, showing the Map Screen. |
| **Relevant Requirements** |  |
| **Post-conditions** | 1. Player will cause some disruption or alteration to the Map Screen based on the PowerUp selected for a duration of time specified by the specific PowerUp. |
| **Alternative Courses of Actions** | 1. Player slides pull-out menu back in without selecting a PowerUp. |
| **Exceptions** | 1. PowerUp is consumed and did have its intended effect. 2. PowerUp duration is longer than specified than in the PowerUp catalog. 3. PowerUp duration is shorter than specified than in the PowerUp catalog. |
| **Related Use Case(s)** | 1. Team3\_BuyPowerUp |
| **Decision Support** | |
| **Frequency** | Approximately once every Game Match. |
| **Criticality** | Low. Game is not dependent on PowerUps. |
| **Risk** | Medium. Implementing this use case requires the Game to communicate with the server. |
| **Constraints** | 1. Player must have available PowerUp. 2. After using PowerUp the player undergoes a two minute cool down period. |
| **Modification History** | |
| **Owner** | Ariel Diaz |
| **Initiation Date** | 05/31/14 |
| **Date Last Modified** | 06/05/14 |