Generate Map and Start the Game Use Case

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| USE CASE 1 | Generate Map and Start the Game Use Case | |
| Goal in Context | Starting a new game after generating a random map according to the input on the number of bricks of each kind that player requested. | |
| Scope & Level | Player, Game | |
| Preconditions | Player must be logged in | |
| Success End Condition | The map for the game has been successfully created and the game is started. | |
| Failed End Condition | The map can not be created. | |
| Primary actor | Player | |
| Trigger | User tried to switch from building mode to running mode | |
| DESCRIPTION | Step | Action |
|  | 1 | Player enters the requested number for each brick type |
|  | 2 | Player clicks on “Run” button to switch to running mode |
|  | 3 | Game checks if a proper map with given inputs can be created. |
|  | 4 | If false, game doesn’t start a new game session with the map. |
|  | 5 | Game creates an alert message to player and asks for new inputs. |
|  | 6 | After getting inputs which provide minimum requirements, Game creates game session. |
| SUB-VARIATIONS |  | Branching Action |
|  | 1 | The Game might fail to check inputs properly and creates a game with overlapping bricks |
|  | 2 | The Game might fail to check inputs properly and starts a game which is not suitable for playing. |