Player plays the a level

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| USE CASE 3 | The Player plays a level | |
| Goal in Context | Player starts playing the one level of the game. Player is given a set of bricks to break. Player aims to get them all broken | |
| Scope & Level | Game Level | |
| Preconditions | Player must be logged in the game,  Player must be eligible to play this level of the game | |
| Success End Condition | Player breaks all the bricks | |
| Failed End Condition | Player fails breaking all the bricks and misses the ball and the ball touches the ground | |
| Primary,  Secondary Actors | Player  Bricks, Paddle, Balls, Aliens(In some levels) | |
| Trigger | Player pushes a button and standing ball bounces on the paddle. | |
| DESCRIPTION | Step | Action |
|  | 1 | A player who is qualified to play this specific level reaches the game level. |
|  | 2 | Player starts the game level. The standing ball bounces from the paddle |
|  | 3 | The ball breaks all the bricks without touching to the surface with the remaining lives of the player. |
| EXTENSIONS | Step | Branching Action |
|  | 3a | During the break of bricks, some packages falls from the bricks. |
|  | 3b | When the paddles catches the package, they may be supplementary or they may be harmful |
| SUB-VARIATIONS |  | Branching Action |
|  | 3a | Player falls the ball to the ground and its lives are run-out, so player loses the game. |