

Use Case template

Navigating the main menu

Use case: Access the game with a desktop application and be able to display the game menu on the screen.

Primary actor: player

Goal in context: To view the main menu of the game and be able to navigate the menu with proper transition between menu's icons

Preconditions: None

Trigger: The player decides to open the game application for playing the game.

Scenario:

1. The player enters the game menu by selecting the game application
2. The player selects a icon in the main menu
3. The player transitions into the selected option

Exceptions:

1. The main menu screen freezes
2. The selected icon by the player does not work properly
3. Graphics glitches by wrongly displaying the image of main menu
4. Misplaced or unaligned texts inside the text boxes
5. When an icon is selected, the system unexpectedly crashes

Priority: implemented after the game functions and interface

Frequency of use: Infrequent

Channel to actor: Via PC-based application

Secondary actors: System

Use Case template

Starting the game

Use case: The player starts the game by selecting the play game icon and the screen displays the game board in a 2D grid with the appropriate characters.

Primary actor: player

Goal in context: To view the gameboard of the game in a 2D grid and being able to play the game

Preconditions: The main menu is properly functioning.

Trigger: The player selects the play icon to start playing the game.

Scenario:

1. The player enters the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button, the game starts
5. The play time starts when the user presses the enter button

Exceptions:

1. After selecting the play icon the system crashes
2. Wrongly displaying the images or the interface of the game due to graphic glitch by the system
3. Misplaced or unaligned texts displayed on the screen
4. The game screen freezes when the player spawns into the game
5. After pressing the enter button the game starts but the playtime does not

Priority: It is the first priority

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System

Use Case template

Collecting the rewards

Use case: The main character collects rewards, which will be added to the score that is displayed into the screen.

Primary actor: player

Goal in context: Score of the player gets updated when the main character comes into the contact with regular and bonus rewards.

Preconditions: The game has been loaded and started.

Trigger: The main character has made a collision with either regular or bonus reward.

Scenario:

1. The player enters the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button by the user the game starts
5. The main character goes into a cell, which contains either a regular or bonus reward.
6. Based on the value of the reward, the score displayed on the screen will be updated

Exceptions:

1. When the main character comes in contact with rewards, it goes through them and nothing changes
2. The score displayed into the screen changes but the collected reward does not disappear from the game board
3. The game screen freezes when the main character contacts the rewards

Priority: Implemented after the game board

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System, regular reward, bonus reward

Use Case template

Displaying the game result screen when main character gets hit by the moving enemy

Use case: The main character gets hit by the moving enemy and the losing game result is displayed into the screen.

Primary actor: player

Goal in context: The appropriate game result screen will be displayed when the main character hits the enemy.

Preconditions: The game has been loaded and started.

Trigger: The main character gets hit by the moving enemy.

Scenario:

1. The player enters the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button by the user the game starts
5. The main character gets hit by the moving enemy
6. The appropriate played time and score of the main player with the appropriate message is displayed on the screen.

Exceptions:

1. When the player gets hit by the enemy, the game crashes
2. Wrongly displaying the images or the interface of the game result screen due to a graphic glitch by the system
3. Misplaced or unaligned playing time and score or message textures are displayed on the screen
4. The game screen freezes when the player gets caught by the moving enemy
5. Nothing happens and the game continues when the main character is hit by the moving enemy

Priority: Implemented after the rewards and main character

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System, moving enemy

Use Case template

Winning the game

Use case: The player wins the game as a result the playtime and score of the player is displayed on the screen

Primary actor: player

Goal in context: To view the game score and playtime with the appropriate message after the player wins the game

Preconditions: The game functions appropriately and the player wins the game

Trigger: The player collects all the regular rewards and moves the main character to the “exit” cell

Scenario:

1. The player enters into the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button by the user the game starts
5. The main character collects all the regular rewards
6. The main character reaches the “exit” cell
7. The appropriate played time and score of the main player is displayed into the screen

Exceptions:

1. When the player wins, the game crashes
2. Wrongly displaying the images or the interface of the game result screen due to a graphic glitch by the system
3. Misplaced or unaligned playing time and score or message textures are displayed on the screen
4. The game screen freezes when the player wins the game

Priority: To be implemented after completing the game features

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System, regular awards

Use Case template

Displaying the result screen when the main character has the score below zero

Use case: The appropriate game result screen will be displayed when the main character gets the score below zero

Primary actor: player

Goal in context: To view the game score and playtime with the appropriate message after the player loses the game

Preconditions: The game has been started and it functions appropriately

Trigger: The main character has gotten the score below zero because of the punishments

Scenario:

1. The player enters into the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button by the user the game starts
5. The score of the main character is below zero because of the punishment
6. The played time and score of the main player with the appropriate message is displayed on the screen

Exceptions:

1. When the player lose, the game crashes
2. Wrongly displaying the images or the interface of the game result screen due to a graphic glitch by the system
3. Misplaced or unaligned playing time and score or message textures are displayed on the screen
4. The game screen freezes when the player has the score below zero
5. When the player gets hit by the punishment, the score does not change
6. When the score of the player is below zero, the game continues

Priority: To be implemented after completing the game features

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System, punishment

Use Case template

Exiting the game

Use case: The player decides to exit the game

Primary actor: player

Goal in context: To be able to exit the game easily

Preconditions: The player is in the main menu.

Trigger: The player selects the exit icon on the main menu's text box.

Scenario:

1. The player enters into the game menu by selecting the game application
2. The player selects the play game icon on the main menu
3. The player spawns into the game
4. After pressing the enter button by the user, the game starts
5. The player either lose or wins the game
6. The game result is displayed on the screen
7. The player selects the return to main menu icon
8. The player selects the exit the game icon on the main menu

Exceptions:

1. When the player selects the return to the main menu, the game crashes
2. Wrongly displaying the images or the interface of the main menu screen when the player returns to the main menu due to the graphic glitch by the system
3. Misplaced or unaligned message textures are displayed on the main menu's screen
4. The main menu's screen freezes when the player returns to the main menu's screen
5. When the player selects the exit the game icon, nothing happens

Priority: After implementing the main menu and game result screen

Frequency of use: frequent

Channel to actor: Via PC-based application

Secondary actors: System