Use Case UC1: Special Swap

Scope: Chewy lokum legend

Primary Actor: User

Preconditions:

- ➢ Game is started (initialized).

- ➢ Remaining time is not equal to 0.

- ➢ Not game over (remaining move not equals 0)

- ➢ Selected cell and target cell should be neighbor.

- ➢ Special swap not equals 0.

Success Guarantee (or Postconditions):

- ✓ Game is running.

- ✓ There is no Lokum remove.

Main Success Scenario (or Basic Flow):

1. User arrives at a computer, opens the game and click the start after selecting a level.

2. Comes the game screen. And the game begins.

3. Can swap is true evan there is no remove

Use Case UC2: IncreasingTime

Scope: Chewy lokum legend

Primary Actor: User

Preconditions:

➢ Game is started (initialized).

➢ Remaining time is not equal to 0.

➢ Not game over (remaining move not equals 0)

➢ Selected cell and target cell should be neighbor.

➢ CanSwap is true.

➢ Time Lokum removes.

Success Guarantee (or Postconditions):

✓ Increase left time.

Main Success Scenario (or Basic Flow):

1. User played the game

2. User swap timer lokum

3. removes timer lokum

4. Remaining time increases.

Use Case UC3: TimeBasedLevel

Scope: Chewy lokum legend

Primary Actor: User

Preconditions:

➢ Selected level should have timeBased property

Success Guarantee (or Postconditions):

✓ Time based level begins

✓ Game is running until time is not equals 0

Main Success Scenario (or Basic Flow):

1.User selects time based level

2.Game is running until time is not equals to 0

3.If level is not completed in the time, game is over.