

Exempel:

Use case ID:	UC7
Use case name:	See most popular blu-ray discs
Description:	As a Customer I would like to see the most popular blu-ray discs sold
Pre conditions:	UC6 must have been done
Standard flow:	<ol style="list-style-type: none">1. Customer choose the most popular link2. Webshop sends a request to the DB3. DB retrieves the requested data and sends it to the Webshop4. Webshop displays the data
Post conditions:	The most popular blu-ray discs is shown on the Webshop
Open issues:	Should the list be sorted by price/title?

Use case ID:	UC1
Use case name:	Enter the game as a host
Description:	A user wants to start a new game / create a new playroom
Pre conditions:	<ul style="list-style-type: none">- The server is up and running.- The user has entered the url in the browser.
Standard flow:	<ol style="list-style-type: none">1. The user clicks on the button that says "Host"
Post conditions:	The screen displays a playing room with a room code and the number of players that has joined.
Open issues:	<ul style="list-style-type: none">- The server crashes.

Use case ID:	UC2
Use case name:	Enter the game as a player
Description:	The users becomes a player of the game
Pre conditions:	<ul style="list-style-type: none"> - The server is up and running. - The user has entered the url in the browser.
Standard flow:	1. Press "player"
Post conditions:	Displays a page where you can enter name and roomcade
Open issues:	

Use case ID:	UC3
Use case name:	Watch a description of the game
Description:	As a user I want to watch a short presentation of the game
Pre conditions:	<ul style="list-style-type: none"> - The user is on the webpage and can see the question mark
Standard flow:	<ol style="list-style-type: none"> 1. The user presses the question mark 2. A new page with a full description of the game is displayed
Post conditions:	The user has read the description and understands the game
Open issues:	The user can't see the question mark

Use case ID:	UC4
Use case name:	Exit the description of the game
Description:	As a user I want to exit the description of the game
Pre conditions:	<ul style="list-style-type: none"> - The user has entered the description of the game
Standard flow:	1. The user clicks on the "Back" button
Post conditions:	The user is redirected to the previous page
Open issues:	

Use case ID:	UC5
Use case name:	Join a playroom
Description:	As a player I want to join a playroom that exists
Pre conditions:	<ul style="list-style-type: none"> - A playroom has been created and the user must know the roomcode. - The user has entered the game as a “player”.
Standard flow:	<ol style="list-style-type: none"> 1. The user enter a gamename 2. The user enters the roomcode 3. The user presses “enter room”
Post conditions:	The user has successfully entered the room and can see the other participants
Open issues:	<ul style="list-style-type: none"> - The room is full. - The user entered the wrong roomcode.

Use case ID:	UC6
Use case name:	Start a game
Description:	As a user I want to start playing the game
Pre conditions:	<ul style="list-style-type: none"> - At least two players must have joined the room
Standard flow:	<ol style="list-style-type: none"> 1. The user presses “Ready” 2. The host displays the number of players that have pressed “Ready”
Post conditions:	<ul style="list-style-type: none"> - The playroom displays the first word to be described both on the host display and on all player displays
Open issues:	<ul style="list-style-type: none"> - Not all players have pressed “Ready” yet

Use case ID:	UC7
Use case name:	Submit an answer
Description:	The user enters an answer to submit
Pre conditions:	<ul style="list-style-type: none"> - The word have been displayed to all users

	- One have gotten the real answer
Standard flow:	<ol style="list-style-type: none"> 1. The user(s) enters their answers 2. Everyone have pressed "submit"
Post conditions:	A page with all answers is displayed
Open issues:	The user doesn't submit an answer on time.

Use case ID:	UC8
Use case name:	Vote for an answer
Description:	The user wants to vote for the answer that he/she thinks is the right description
Pre conditions:	- The game displays all submitted answers except for the answer the user itself submitted
Standard flow:	<ol style="list-style-type: none"> 1. The user clicks on the answer he/she thinks is the right description
Post conditions:	The host displays how everyone has voted as well as the correct answer and awards the points accordingly.
Open issues:	- The user doesn't vote on time

Use case ID:	UC9
Use case name:	Start new game with same participants
Description:	One round of the game is over and the players wants to play another one
Pre conditions:	<ul style="list-style-type: none"> - The game round is over - All players wants to play one more round
Standard flow:	<ol style="list-style-type: none"> 1. All players that wants to play a new game presses "ready for new game" 2. If someone press "leave" the counter for number of players decrease 3. When (number of players that wants new game == number of players in game)

Post conditions:	New game starts
Open issues:	Only one player pressed "ready for new game"