

Use Case Description: Read Instructions

Primary Actor:

Human User

Stakeholders and Interest:

User: Wants an interactive and entertaining gaming experience. Can play the game alone with single or multiple computer players, or with other human users.

User's Parents: Wants the game to be simple in complexity and at the same time keep their child engaged.

Preconditions:

The user should have the game installed on their device.

Postconditions:

The user gets to view the rules of the game by clicking on a "Read Instructions" button in the Main Menu or during a game.

Main Success Scenario:

1. The user clicks the Read Instructions button to view the instructions from the Main Menu.
[Alt2: The user is already playing the game]
2. The system displays the instructions to the player.
3. The system freezes all other assets of the game other than the instructions during this time.
4. After reading the rules, the user will click on the "Go Back" button to resume the game.
[Alt1: User visits the website]

Alternative Flows:

1. A hyperlink is present at the bottom of the rules screen which leads to a website outlining the rules in greater detail. Clicking this link opens the user's browser with that site. ([How to play Can't Stop | Official Rules | UltraBoardGames](#))
2. The user clicks the Read Instructions button while already playing the game.

Special Requirements:

1. Make the provided rules simple enough for children to understand.
2. Make the rules page accessible to those with color deficiency.

Open Issues:

1. Compatibility with different devices.