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| **Use Case Name:** See game instructions (Get help) |
| **Brief Description:** Player wishes to read game instructions or get help. |
| **Actors:** Player |
| **Basic Flow:**   1. Player clicks on the run button to start the game and the game prompts him with the start screen options. 2. The player selects the option ‘Help’. 3. The player then reads the game instructions and goes back to the start screen. |
| **Preconditions:** Player has green foot with game setup |
| **Success Guarantee:** Player should be able to read the game instructions. |

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| **Use Case Name:** Select game level |
| **Brief Description:** Player wishes to choose the game level and play using the selected level. |
| **Actors:** Player |
| **Basic Flow:**   1. Player clicks on the run button to start the game and the game prompts him with the start screen options. 2. The player selects the option ‘Play’. 3. The player then selects the Easy option. 4. The player plays the game till he loses or game is over. |
| **Alternate Flow:**  3.1 The player realizes he is smart enough and chooses the Medium option. |
| **Preconditions:**   1. Player has green foot with game setup 2. Game has at least 2 levels |
| **Success Guarantee:**   1. The skin and complexity in the game world should match the selected level. 2. The game behavior should remain the same. |

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| **Use Case Name:** Play game |
| **Brief Description:** Player wishes to make a move |
| **Actors:** Player |
| **Basic Flow:**   1. Player clicks on the run button to start the game and the game prompts him with the start screen options. 2. The player selects the option ‘Play’. 3. The player then selects the Easy option. 4. The player plays the game using the instructions and wins the game. 5. The player will go to the next level. |
| **Alternate Flow:**  3.1 The player realizes he is smart enough and chooses the Medium option.  4.1 The player makes the move and hits the enemy and loses a lifeline.  4.1.1 The player loses all his lifeline and loses the game.  4.1.2 The player gains more lifeline and wins the game.  4.2 The player makes the move and falls and loses the game.  5.1 Once he goes to Level 2 and wins the game, he has to start from level 1 again. |
| **Preconditions:** Player has green foot with game setup |
| **Success Guarantee:**  1.Once the player wins level 1 he will go to the next level i.e level 2.  2. The score should be carry forwarded to the next level. |

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| **Use Case Name:** Collect lifeline |
| **Brief Description:** Player wishes to collect lifeline |
| **Actors:** Player |
| **Basic Flow:**   1. Player clicks on the run button to start the game and the game prompts him with the start screen options. 2. The player selects the option ‘Play’. 3. The player then selects the Easy option. 4. The player plays the game using the instructions. 5. The player makes a move in such a way that it touches the ‘Genie’ icon. 6. The player will gain an lifeline and the same counter value should reflect on top left. 7. The player will win the game if he has enough points and lifeline. |
| **Alternate Flow:**  5.1 The player makes the move and hits the enemy and loses a lifeline.  6.1 The player loses a lifeline and the same counter value should reflect on top left.  7.1 The player loses all the lifeline and loses the game. |
| **Preconditions:** Player has green foot with game setup |
| **Success Guarantee:** Once the player gains or loses a lifeline the same counter value should reflect on top left. |

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| **Use Case Name:** Collect jewels |
| **Brief Description:** Player wishes to collect jewels |
| **Actors:** Player |
| **Basic Flow:**   1. Player clicks on the run button to start the game and the game prompts him with the start screen options. 2. The player selects the option ‘Play’. 3. The player then selects the Easy option. 4. The player plays the game using the instructions. 5. The player makes a move in such a way that it touches the ‘Jewel’ icon. 6. The player will gain some points and the same counter value should reflect on top left. 7. The player will win the game if he has enough points. |
| **Alternate Flow:** |
| **Preconditions:** Player has green foot with game setup |
| **Success Guarantee:** Once the player gains or loses a jewel the same counter value should reflect on top left. |