**USE CASES**

**Use Case UC1: New Game**

**Scope:** Chewy Lokum Legend Gameplay

**Primary Actor:** Player

**Preconditions:** None

**Succes Guarantee (or Postconditions):** Level is passed. Player’s score is saved temporarily. Next level becomes enabled. Player is redirected to the next level.

**Main Success Scenario (or Basic Flow):**

1. Player opens the game.
2. Player chooses the “New Game” option in the main screen.
3. Game Board is opened filled with lokums without any three lokums in-line.
4. Player’s current score, game level and level’s move count is visible in the side panel, also “Save Game”, “Retry” and “Quit” buttons are available in the side panel.
5. Player makes his move by switching 2 lokums that are adjacent and forming a 3,4 or 5 lokums from the same type in-line. When such move is made those lokums are destroyed their space is filled with the lokums above and new lokums fall from the top.
6. Player’s score is updated and move count is decreased by one.

Player continues to play the game, 5. and 6. Steps are repeated untill the the target score is reached before move count reaches zero.

1. Player is rewarded with stripped lokums as much as remaining moves.
2. All remaining special lokums explodes, score is updated for the last time for this level.
3. Player’s final score for the level shows up then player is redirected to the next level.

**Extensions (or Alternative Flows):**

5a**.** Player switches two lokums in any place and clicks Special Swap button.

1. Two lokum switches without looking are they adjacent or they forming 3,4,5 lokums from the same line.

5b. Player switches two lokums tat are not adjacent and doesn’t click special swap button.

2. The switched lokums returns to thier original places.

3. Score or move count doesn’t changes.

5c. Player switches two lokums that are adjacent without forming a 3,4 or 5 lokums from the same type in-line.

1. The switched lokums returns to thier original places.
2. Score or move count doesn’t changes.

5-6a. Player clicks on the “Retry button”.

1. “Are your sure?” box opens.
2. If player chooses “No”.
   1. Game continues from the current state.
3. If player chooses “Yes”.
   1. Level restarts with new lokums.
   2. Player’s score and move count are reset.

5-6b. Player’s move count reached zero without player reaching the target score for the level.

1. Player loses the level.
2. Player is proposed to retry or quit the level.

**Use Case UC2: Save Game**

**Scope:** Chewy Lokum Legend Save Game

**Primary Actor:** Player

**Preconditions:** A level is open, the player is on the Game Board and move count is not reached zero.

**Succes Guarantee (or Postconditions):** Player’s name and score is saved to XML and level’s last state is saved and available in th load game option.

**Main Success Scenario (or Basic Flow):**

1. Player chooses the “Save Game” option in the side panel.
2. Save window opens, asks player to enter a player name.
3. Player enters a valid player name.
4. Player is then asked to give the current game a name.
5. Player enters a valid game name.
6. Current game state and player’s name are recorded and became available in the load game option with the given game name.

**Extensions (or Alternative Flows):**

3/5a. Player enters an invalid name with unsupported characters.

1. Player is asked to rewrite a valid name.

5a. Player enters an already existing game name.

1. Player is asked to rewrite a valid game name.

**Use Case UC3: Load Game**

**Scope:** Chewy Lokum Legend Load Game

**Primary Actor:** Player

**Preconditions:** There should be an existing saved game. Player is needed to be on the main screen.

**Succes Guarantee (or Postconditions):** Player continues from the desired saved game as its game state(state of the lokums, level score and move count) is same as how he/she left.

**Main Success Scenario (or Basic Flow):**

1. Player chooses “Load Game” option in the main screen.
2. Player is asked to choose a player name from the existing player names.
3. Player chooses a player name.
4. Player is then asked to choose a saved game under given player name.
5. Player chooses a game name.
6. Chosen game opens as its game state(state of the lokums, level score and move count) is same as how he/she left.

**Extensions (or Alternative Flows):**

3a. Chosen player’s document maybe corrupt.

1. Player receives an error message.
2. XML file for this player name gets erased.
3. Player is returned to the “Load Game” menu.

5a. Chosen game document maybe corrupt.

1. Player receives an error message.
2. XML file gets updated.
3. Player is returned to the “Choose a Game” menu.

6a. Chosen game is not the one that player has saved.

1. Player continues to play the game as it is.

**Use Case UC4: Time Based Level**

**Scope:** Chewy Lokum Legend Time Based Level

**Primary Actor**: Player

**Preconditions:** The player has completed the previous level of the time based level, the player is on the Game Board and timer is not reached zero

**Success Guarantee (or Postconditions):** Player can make infinite move while the timer is not reached to zero. When time timer reaches to zero if player reaches the target score, player redirected to next level.

**Main Success Scenario (or Basic Flow):**

1. Player opens the game.
2. Player chooses the “New Game” option in the main screen.
3. Player chooses the Time Based Level.
4. Game Board is opened filled with lokums without any three lokums in-line.
5. Player’s current score, game level and level’s timer is visible in the side panel, also “Save Game”, “Retry” and “Quit” buttons are available in the side panel.
6. Timer starts.
7. Player makes his move by switching 2 lokums and forming a 3,4 or 5 lokums from the same type in-line. When such move is made those lokums are destroyed their space is filled with the lokums above and new lokums fall from the top.
8. Player’s score is updated. Player continues to play the game.

5. and 6. Steps are repeated until the the target score is reached before timer reaches zero.

1. All remaining special lokums explodes, score is updated for the last time for this level.
2. Player’s final score for the level shows up then player is redirected to the next level.

**Extensions (or Alternative Flows):**

6a. Timer starts.

1. When the target score is reached exits level successfully.

7a. If one or more of destroyed lokums is Timed Lokum

1. 5 seconds added to the timer for each Timed Lokum that is destroyed.

7b. Special Switch button is clicked and player switches two lokums.

1. Two lokums coordinates change
2. Player’s score doesn’t effected if they don’t form 3,4,5 lokums from the same type in line

7c. Player switches two lokums without forming a 3,4 or 5 lokums from the same type in-line and special switch button is not clicked.

1. The switched lokums returns to thier original places.

1. Score or move count doesn’t changes.

7-8a. Player clicks on the “Retry button”.

1. “Are your sure?” box opens.

2. If player chooses “No”.

a. Game continues from the current state.

1. If player chooses “Yes”.

b. Level restarts with new lokums.

1. Player’s score and move count are reset.

7-8b. Player’s move count reached zero without player reaching the target score for the level.

1. Player loses the level.

Player is proposed to retry or quit the level.