Number and name = UC1: movement

Summary = the user sends a movement command

Actors = the Player

Precondition = the game has finished loading

Main scenario = 1. one of the four movement buttons is pressed

2. system send movement input to character data

Post condition = the character has received data telling in which direction it need to move

Alternative = ----

Number and name = UC2: main menu

Summary = menu that appears when the app starts up

Actors = the Player

Precondition = the app has started up and finished loading

Main scenario = 1. the play button is pressed

2. the app loads a maze

3. when maze is finished loading start timer

Post condition = the maze is loaded and the plyer can start playing the game

Alternative = 2a. The player presses high score

2a1. Gather high scores from database

2a2. Sort high scores

2a3. List sorted high scores

2b. The player presses the quit button

2b1. The game shuts down

Number and name = UC3: wall interaction

Summary = the player-controlled character can't go through walls

Actors = the controlled character

Pre-scenario = the controlled character receives a movement command

Main scenario = 1. the controlled character tries to move in a direction

2. app check If the chosen direction has a wall

3. systems returns that there is a wall

4. movement is cancelled

5. send debug message telling a wall has been hit

6. check if player has already received a message telling a wall has been hit

7. if not, send message to player, you can't go through walls

Post condition = character moves one step in dependant on the send movement input

Alternative = 3a. There is no wall

3a1. The movement is allowed

7a. Message has already been sent

7a1 no message is send to the player

Number and name = UC4: detecting the game has been won

Summary = checks if the game has been won

Actors = the controlled character, the player

Pre-scenario = the controlled character has moved

Main scenario = 1. Chech if standing on victory grid

2. send message that character has reached the exit

3. stop the timer

4. send victory message to the player.

5. send player to high score

Post condition = character moves one step in dependant on the send movement input

Alternative = 2a. Not the victory grid, continuing game

User stories

1. As a player I want the game to start loading so I can begin playing the game
2. As a player I want to be able to see the high scores so I can see the current high scores
3. As a player I want to be able to exit the game so I can stop playing.
4. As a developer I want to have a pre-drawn maze so we can be sure the can be won.
5. As a player I want to have a set of four buttons that orders the controlled character to move in one of the four direction, left, right, up, down so the controlled character can be send moved.
6. As a developer I want the controlled character to move when given the order so the character can move
7. As a player I want a timer so I can see how good I did
8. As a developer I want the timer to start after the game is done loading so the timer gives an accurate score.
9. As a player I want the timer to stop when the game is won so I can get a score
10. As a developer I want the time in the timer to be recorded so it can be used as a high score
11. As a developer I want the controlled character to interact with the walls so the player actually has to walk through the maze.
12. As a developer I want to have a character that the player can control so the player can see where in the maze they are
13. As a developer I want to have a field of vision mechanic so that the player is challenged
14. As a developer I want to have traps in the maze so that the player is challenged
15. As a developer I want to make hitting the traps increase the value in the timer so there is a punishment for hitting traps
16. As a developer I want to have a specific point marked as an exit to the maze so the game can be won
17. As a player I want an option menu in which textures can be changed so the game can be customized to my preference.
18. As a player I want a pause button so I can take a break.
19. As a player I want a resume button so I can continue playing after my break
20. As a developer I want the game to pause after tabbing out so the game is paused while not being used.