Godot Game Use Cases and Scenarios

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### Scenarios:

1. **Scenario 1:** The Enthusiast, a user committed to investing all their time playing the Godot 2D platformer game. This user doesn't just play; they practically inhale the game's features, leaving no stone unturned. With meticulous precision, they navigate through every level, overcoming obstacles like a seasoned pro. Collecting power-ups, achieving sky-high scores, and unveiling hidden bonus items becomes second nature.

The Enthusiast takes game mastery to another level, memorizing enemy patterns down to a pixel-perfect precision. Their dedication is so intense that they can play with their eyes closed. They've not just mastered the game; they've dedicated a substantial chunk of their life to conquering it. In the end, they will have learned the most efficient routes, defeated all the enemies, and achieved the highest score. They spend so much time perfecting their game play that even the virtual enemies are asking for tips.

1. **Scenario 2:** The Curious Explorer, a user with a limited interest in the game and a liking for occasional exploration. They play the game out of pure curiosity and a desire for relaxation. The Curious Explorer casually opens the game, giving the manual a brief glance to determine if it's worth diving into. They familiarize themselves with the controls but skip the intricacies of the settings, high scores, or level selection, preferring a more straightforward approach.

The Curious Explorer enjoys the pleasing themes, vibrant colors, and harmonious music throughout the game. They take their time navigating levels and appreciate the balance between the challenging aspects and an enjoyable game play experience. They pass by powerup’s, unconcerned with the effect on the high score. Their focus lies in the realm of carefree gaming adventures, embracing the simplicity and mindfulness that comes with each play session.

1. **Scenario 3:** The Score Seeker, a user who dives into the game manual with the precision of a treasure hunter, uncovering every hidden hint or trick to maximize rewards and benefits in the game play experience. They constantly check the high scores from the main menu to bask in their glory before embarking on a new quest to shatter personal records. They repeatedly adjust the settings, trying to give themselves an advantage. During game play, the Score Seeker hunts only score boosting items, avoiding any conflicts, while meticulously running the course, racking up the most possible points. Every move is calculated as they aim for victory, consistently unlocking their personal best.
2. **Scenario 4:** The Busy User, a user with limited time who wants to get to the gameplay without delay. They skip reading the help screen and the options menu. They click the “Play” button and figure out the controls as they play. They may miss important features and discover what they missed later. This could lead to them becoming frustrated with the game. They frequently use the pause menu and return to the game over several weeks. They may have to restart a level because they forgot the objective. They don't return to levels they’ve completed or try to achieve a high score. If they complete the game, they skip the credits screen and exit the game.
3. **Scenario 5:** The Beginner Player, a user who hasn’t played many video games and isn’t familiar with game conventions. They read the help and options screen and spend significant time in the first level testing the controls. They frequently miss jumps and restart levels. They may backtrack upon encountering obstacles and become frustrated. They may mistake enemies for friends or expect certain interactions that aren’t usually possible (such as breaking terrain). Once they overcome these difficulties, they enjoy playing the game and frequently return to their favorite levels.
4. **Scenario 6:** The Hobbyist, a user who is examining the game for their own projects. They ignore the game’s objectives and do their own thing, for example standing still during action moments to take screenshots. They explore the game’s systems to understand how they work. They test the limitations of the game’s programming by spamming inputs and attempting to reach out-of-bounds areas. They may leave the game running without input for many hours to see if it crashes. They extensively try weird things to see what happens, for example, quickly toggling a setting in the options menu, or entering very long names in the high score list. They most likely don’t complete the game.
5. **Scenario 7:** Special hardware users have unique gaming setups, using both a controller and a keyboard. They have configured their controls to maximize efficiency, or simply comfort, by assigning game actions across multiple input devices. While playing, they may switch between these two input methods or even use both at the same time. A hybrid control scheme can offer more precision and fluidity to help the player overcome challenges, or simply make controlling the game more intuitive and natural. This is, of course, all dependent on the game's ability to accommodate such control schemes.
6. **Scenario 8:** Completionists aim for 100% completion of their games, meticulously hunting down every collectible and achievement. They consult guides and checklists to ensure they don't miss anything, driven by a desire for perfection and accomplishment. As they explore every nook and cranny of the game world, they relish the satisfaction of uncovering hidden secrets and achieving total completion in all of the game's content. Any method developers implement for tracking content or progress in the game will become a primary source of content and progression for this sort of player.
7. **Scenario 9:** Speedrunners aim to achieve the fastest completion times in a game, optimizing routes and often even exploiting glitches to shave seconds off world record times. They spend a lot of time studying and replaying a game to perfect their skills, competing for top spots on leaderboards. Fueled by their competitive spirit, speedrunners continuously refine their strategies, seeking the thrill of achieving new milestones, or of creating new and innovative techniques for their community to use.
8. **Scenario 10:** Casual players enjoy the game at their own pace, prioritizing relaxation and socializing. They play sporadically, focusing on experiencing the game world rather than achieving specific goals. Embracing the game's immersive atmosphere, they find joy in exploring a game's content leisurely and sharing memorable moments with friends and family. They often use gaming as an escape from the rigors of everyday life, and prefer not to be stressed or overtly challenged by their interactive media.

### Use Case Diagram:

