Use Case Specification for Magic Card

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| Use Case #1 | Access to Menu World |
| Goal In Context | Player goes to menu world |
| Preconditions | There is a menu button on the screen. |
| Successful End Condition | Windows opens menu world, and play button and theory button are presented on the screen. |
| Primary Actor | Player (who have Magic Card client open) |
| Trigger | Player wants to go to menu world |
| Main Flow | 1. Click the menu button |
| Extensions | None |

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| Use Case #2 | Access to Theory World |
| Goal In Context | Player goes to Theory world |
| Preconditions | Menu World is on screen. |
| Successful End Condition | Last theory world is on screen and menu button is on screen |
| Primary Actor | Player (who have Magic Card client open) |
| Trigger | Player wants to view the theory of the game |
| Main Flow | 1. Click the theory button, land on first theory world 2. Click the next button on theory world 3. Repeat #2 |
| Extensions | None |

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| Use Case #3 | Start Game |
| Goal In Context | Player starts the game |
| Preconditions | Player opens the menu world |
| Successful End Condition | Play world opens; card grid shows on the screen |
| Primary Actor | Player (who have Magic Card client open) |
| Trigger | Player wants to view the theory of the game |
| Main Flow | 1. Click the theory button, land on first theory world 2. Click the next button on theory world 3. Repeat #2 |
| Extensions | None |

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| Use Case #4 | Start Game |
| Goal In Context | Player starts the game |
| Preconditions | Player opens the menu world |
| Successful End Condition | Play world opens; card grid shows on the screen |
| Primary Actor | Player (who have Magic Card client open) |
| Secondary Actor | Player (who opens Magic Card client in another computer) |
| Trigger | Player wants to play the game |
| Main Flow | 1. Click the play button 2. Window pops up ask for the name of player 3. Player enters the name. 4. Player lands on the waiting world; text notifies the player there is only one player. 5. When another player starts the game, screen changes to player world. |
| Extensions | #4 #5 If the another player already opens game, player world opens directly. |

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| Use Case #5 | Play game |
| Goal In Context | Player plays the game |
| Preconditions | Player lands on the game world |
| Successful End Condition | Play world exits |
| Primary Actor | Player (who have Magic Card client open) |
| Trigger | Player wants to interact the game |
| Main Flow | 1. Game client shows the card grid, and message on screen gives the player the instruction 2. Game client expands the card grid with tricks. 3. Game client covers the grid and flips one of the cards 4. The card grid shows on screen; confirm button and timer shows on screen. 5. Player clicks one of card to select the card that he/she think has been flipped; the selected card will be marked with red frame 6. Player clicks confirm button 7. The result and the flipped cards how on the screen for a few second. 8. The results will be send to server. |
| Extensions | 5-1. Player clicks another cards will deselect the previous selection. |

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| Use Case #6 | View the result board |
| Goal In Context | Player views the result of the competition |
| Preconditions | Player finished the game and exit the play world. |
| Successful End Condition | The result board shows on screen as well as players’ name, player time and results of competition. |
| Primary Actor | Player (who have Magic Card client open) |
| Secondary Actor | Player (who have Magic Card client open on another computer) |
| Trigger | Player wants to view the game competition results |
| Main Flow | 1. Message on the screen notifies the player to wait for another player’s result. 2. Once another player submits the result, the result board opens. |
| Extensions | #1#2. If the player on the another computer already finished the game, the screen will direct to the result board without passing wait form result. |