
Use Cases

for

Guess Who Game

Version 1.0

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23/01/2024

Revision History

Name	Date	Reason For Changes	Version
...	23/01/24	First Iteration	2.0

1. Use Case Identification

1.1. Use Case ID

Use case 1 (UC1)

1.2. Use Case Name

Play a Guessing game.

1.3. Use Case History

1.3.1 Created By

Altahir Alalous, Osama Alshareef, Assem Elamir, Rama Juha

1.3.2 Last Updated By

Altahir Alalous, Osama Alshareef, Assem Elamir, Rama Juha

1.3.3 Date Last Updated

5 Feb 2024

2. Use Case Definition

2.1. Actor

Player

2.2. Description

The player should be able to start a game and play against the computer.

2.3. Preconditions

2.4. Postconditions

The game concludes either with the player guessing the correct person or choosing not to play again.

2.5. Normal Course of Events

1. Player start a new game.
2. Player initialize the game by entering their names and player IDs.
3. The system initializes the game, creating a list of Person objects each associated with traits like Hair, Eye, and Gender.
4. The system displays available characters with their traits.
5. The system randomly selects one Person as the target for the player to guess.
6. Player choose the type of guess (Trait or Name) at each round.
7. player makes a trait guess, and the system updates characters accordingly to the Guessed value.
8. The system display updated updates characters.
9. The game continues until the one the player correctly guesses the target person or all but one person is eliminated.
10. If the player guesses correctly, they win the game. The system congratulates the player and asks if they want to play again.
11. the players end the game.

2.6. Alternative Courses

- 6a. At any turn the player can choose Name guess and the Game will be finished.
- 6b. if the players choose a trait guess type, then the step 6 to 9 will repeat it.

7a. If the player guesses the incorrect trait of the target person, the system will eliminate only the Characters who have the same incorrect trait.

7b. if the player guesses the correct trait of the target person, the system will eliminate all the characters that doesn't have the same correct trait.

11a. If the both players guessed the name of the target incorrectly, the system will display Draw as result.

2.7. Special Requirements

The game should be user-friendly, providing clear options and feedback.

Use Case Template

Use Case ID:			
Use Case Name:			
Created By:		Last Updated By:	
Date Created:		Date Last Updated:	

Actor:	
Description:	
Preconditions:	
Postconditions:	
Priority:	
Frequency of Use:	
Normal Course of Events:	
Alternative Courses:	
Exceptions:	
Includes:	
Special Requirements:	
Assumptions:	
Notes and Issues:	