Use Cases

for

Guess Who Game

Version 2.0

Prepared by Altahir Alalous, Osama Alshareef, Assem Elamir, Rama Juha

@Univaq

31/10/2023

Revision History

Name	Date	Reason For Changes	Version
…	17/02/24	Second 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
3 March 2024

2. Use Case Definition

2.1.   Actor

Player

2.2.   Description

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

2.3.   Preconditions

2.4.   Postconditions

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

2.5.   Normal Course of Events

1.   Players start a new game.

2.   players selects game mode, a single player or Two players.

3.   Players initialize the game by entering their names and player IDs.

4.   The system displays available characters with their traits.

5.   Each player secretly selects a target person.

6.   Players choose the type of guess (Trait or Name) each round.

7.   Players take turns guessing traits of the opponent's target.

8.   Each player makes a trait guess, and the system updates characters accordingly to the Guessed value.

9.   The system display updated updates characters.

10. The game continues until the one of the players correctly guesses the target person or all but one person is eliminated.

11. The system declares the results, if there is a winner The system congratulates the winner player.

12. the players end the game.

2.6.   Alternative Courses

5a. If the single player mode was chosen then the system select the target randomly.

6a. At any turn one of the players can choose Name guess and force the another player to the guessing the Name after.

6b. if the both players choose a trait guess type, then the step 6 to 9 will repeat it.

8a. If the player guesses the incorrect trait of the target person, the system will eliminate only the Characters who have the same incorrect trait.

8b. 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:	