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| Use case name: Play Game | UniqueID: U1 |
| Area: Player’s Play Game | |
| Actor(s): Student | |
| Description: The user clicks the “Play Game” button and should be able to proceed to selecting a topic and a character | |
| Triggering Event: Clicking the Play Game button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 1. Player clicks the Play Game | |
| 1. Player is directed to the next scene | |
| Preconditions: Player is on Main Menu | |
| Postconditions: Select C Topic and Character | |
| Requirements met: Allow the player to play the game | |
| Priority: Medium | |
| Risk: High | |

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| Use case name: Options Game | UniqueID: U2 |
| Area: Game Settings | |
| Actor(s): Student | |
| Description: The user clicks the “Option” button and game displays different options for the user to adjust | |
| Triggering Event: Clicking the Options button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 2. Player clicks the Options | |
| 3. User adjusts settings | |
| Preconditions: Player is on Main Menu | |
| Postconditions: Graphics, Audio or Screen Resolution is changed | |
| Requirements met: Allow the player to adjust the settings | |
| Priority: Medium | |
| Risk: High | |

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| Use case name: Exit Game | UniqueID: U3 |
| Area: Main Menu | |
| Actor(s): Student | |
| Description: The user clicks the “Exit Game” button and should be able to terminate the game and be directed to the user’s desktop | |
| Triggering Event: Clicking the Exit Game button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 2. Player clicks the Exit Game button | |
| 3. Player is redirected to the desktop | |
| Preconditions: Player is on Main Menu | |
| Postconditions: Player is on desktop | |
| Requirements met: Allow the player to quit the game | |
| Priority: Medium | |
| Risk: High | |

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| Use case name: Choose Character | UniqueID: U4 |
| Area: Play Game | |
| Actor(s): Student | |
| Description: The user should be able to choose a character to be used in the game | |
| Triggering Event: Clicking the Play Game button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 2. Player clicks the Play Game button | |
| 3. Player is directed to the Character Selection screen | |
| 4. Player selects a character | |
| Preconditions: Player is on Main Menu | |
| Postconditions: Player is on Character Selection screen, and is able to select a character | |
| Requirements met: Allow the player to select a character | |
| Priority: High | |
| Risk: High | |

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| Use case name: Select C Topic | UniqueID: U5 |
| Area: Play Game | |
| Actor(s): Student | |
| Description: The user should be able to select a topic out of the 8 and use the selected topic as the mean for coding out the NPC’s way after entering combat. | |
| Triggering Event: Clicking the Play Game button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 2. Player clicks the Play Game button | |
| 3. Player is directed to the Character Selection screen | |
| 4. Player selects a character | |
| 5. Player selects a topic from the dropdown list | |
| Preconditions: Player is on Main Menu | |
| Postconditions: Player is on Character Selection screen, and is able to select a character and a topic out from the 8 | |
| Requirements met: Allow the player to select a character and a topic | |
| Priority: High | |
| Risk: High | |

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| Use case name: Pause Game | UniqueID: U6 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user presses “Esc” button and game pauses temporarily | |
| Triggering Event: Clicking the Esc button | |
| Steps Performed (Main Path) | |
| 1. Player launches the game | |
| 2. Player clicks the Play Game button | |
| 3. Player is directed to the Character Selection screen | |
| 4. Player selects a character and a topic | |
| 5. Player is in the game | |
| 6. Player pauses the game by pressing “Esc” | |
| Preconditions: Player is in the game | |
| Postconditions: Player is on the Pause Game screen | |
| Requirements met: Allow the player to pause the game | |
| Priority: Low | |
| Risk: Low | |

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| Use case name: Continue Game | UniqueID: U7 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user presses “Continue Game” and the game continues after temporarily stopped | |
| Triggering Event: Clicking the Continue Game button | |
| Steps Performed (Main Path) | |
| 1. Player pauses the game by pressing “Esc” | |
| 2. Player resumes the game by pressing “Continue Game” button | |
| Preconditions: Player is in the Pause Game screen | |
| Postconditions: Player is on the game | |
| Requirements met: Allow the player to continue the game | |
| Priority: Low | |
| Risk: Low | |

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| Use case name: Quit Game | UniqueID: U8 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user clicks the “Quit Game” button and should be able to quit the game and will be redirected to user’s desktop | |
| Triggering Event: Clicking the Quit Game | |
| Steps Performed (Main Path) | |
| 1. Player launches game | |
| 2. Player quits game by clicking “Exit Game” button | |
| Preconditions: Player is in the Main Menu | |
| Postconditions: Player is redirected to his/her desktop screen | |
| Requirements met: Allow the player to exit the game | |
| Priority: Low | |
| Risk: Low | |

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| Use case name: Change Graphics | UniqueID: U9 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user is able to change the in-game’s graphics properties to adjust or maximize the performance of the game | |
| Triggering Event: Clicking the Options button | |
| Steps Performed (Main Path) | |
| 1. Player presses “Esc” button | |
| 2. Player clicks “Options” button | |
| 3. Player clicks Change Graphics button | |
| 4. Adjusts graphics depending on performance | |
| Preconditions: Player is in-game | |
| Postconditions: Graphics adjusted | |
| Requirements met: Allow the player to change graphics | |
| Priority: Medium | |
| Risk: High | |

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| Use case name: Adjust Volume | UniqueID: U10 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user is able to adjust the in-game’s volume properties, to adjust the sound effects or the background music when playing | |
| Triggering Event: Clicking the Options button | |
| Steps Performed (Main Path) | |
| 1. Player presses “Esc” button | |
| 2. Player clicks “Options” button | |
| 3. Player clicks Adjust Volume button | |
| 4. Adjusts volume to user’s bidding | |
| Preconditions: Player is in-game | |
| Postconditions: Volume adjusted | |
| Requirements met: Allow the player to adjust the volume | |
| Priority: Medium | |
| Risk: Medium | |

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| Use case name: Change Resolution | UniqueID: U11 |
| Area: Gameplay | |
| Actor(s): Student | |
| Description: The user is able to change the in-game’s resolution to adjust the window’s current resolution into either fullscreen, 1920x1080 and etc. | |
| Triggering Event: Clicking the Options button | |
| Steps Performed (Main Path) | |
| 1. Player presses “Esc” button | |
| 2. Player clicks “Options” button | |
| 3. Player clicks Adjust Volume button | |
| 4. Adjusts resolution to Fullscreen, 1920x1080 and others | |
| Preconditions: Player is in-game | |
| Postconditions: Resolution adjusted | |
| Requirements met: Allow the player to change the game’s resolution | |
| Priority: Medium | |
| Risk: Medium | |