Hi-Score Tracking System Use-case Diagram

Hi-Score Tracking System

User — Input hi-score from current level — Hi-Score Check — Store Hi-score details into Database — Score Database

<<Include>>

Level Check

Checking for Hi-scores

<<requirement>>
Multiple Levels

Text = "The user shall be able to play multiple different levels with the difficulty increasing per level."
ID = "USR2"
source = "Interview"
kind = "Functional"
verifyMethod = "Test"
risk = "Medium"
status = "Proposed"

<<requirement>>
Hi-score System

Text = "The user shall be able to compare scores with other users."
ID = "USR1"
source = "Interview"
kind = "Functional"
verifyMethod = "Test"
risk = "Low"
status = "Proposed"

<<requirement>>
Hi-score Tracking

Text = "The user shall be encouraged to play competitively or casually amongst friends."
ID = "REQ1"
source = "Interview"
kind = "Functional"
verifyMethod = "Test"
risk = "Low"
status = "Proposed"

<<requirement>>
Level Difficulties

Text = "The levels of the game must be increasingly more difficult as the user progresses through."
ID = "REQ3"
source = "Interview"
kind = "Non-Functional"
verifyMethod = "Test"
risk = "Medium"
status = "Proposed"

<<requirement>>
Login Abilities/Score Saving

Text = "The user must be able to keep track of any progress using the account they registered with."
ID = "USR5"
source = "Interview"
kind = "Functional"
verifyMethod = "Test"
risk = "Medium"
status = "Proposed"