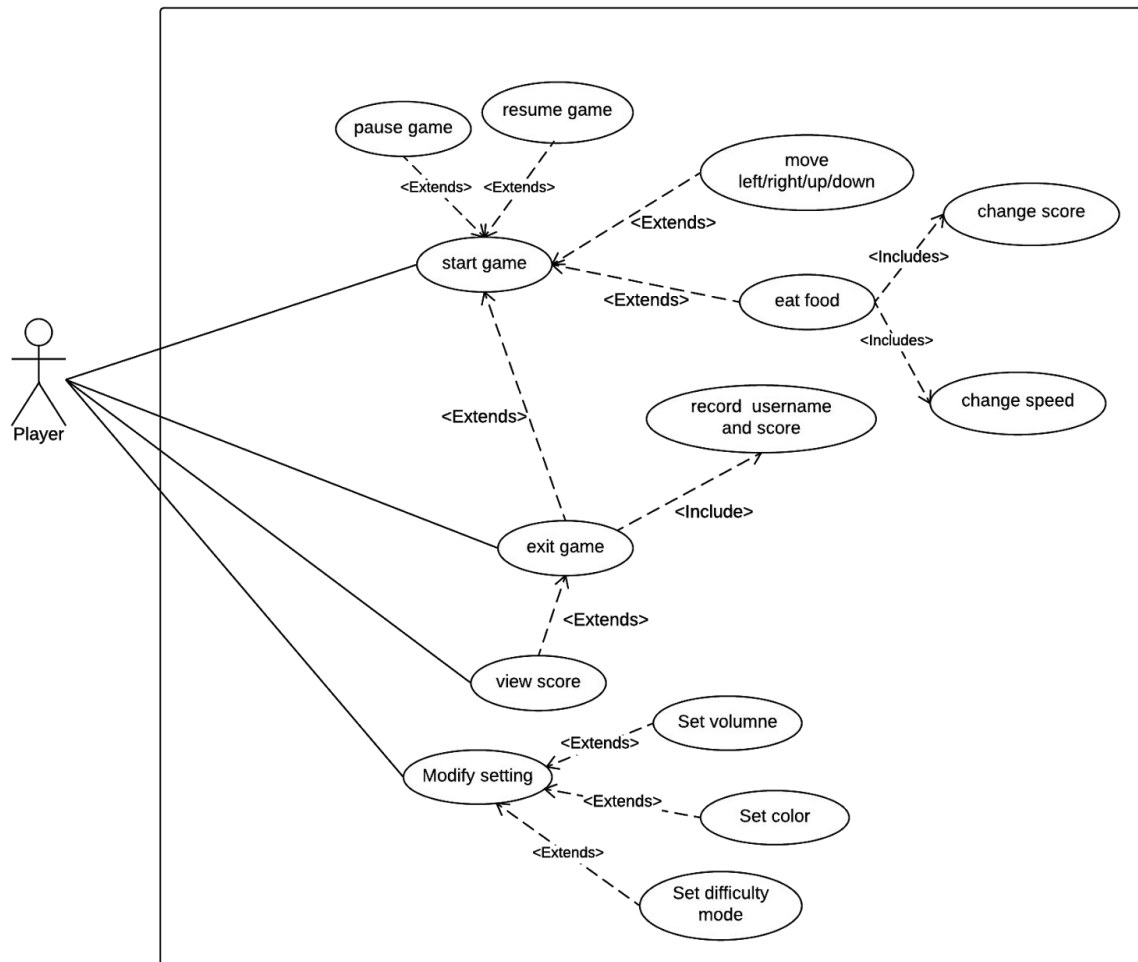


Android snake game-Tiantian Xie

My task is to work on the use case after the game over.

1. use case diagram:



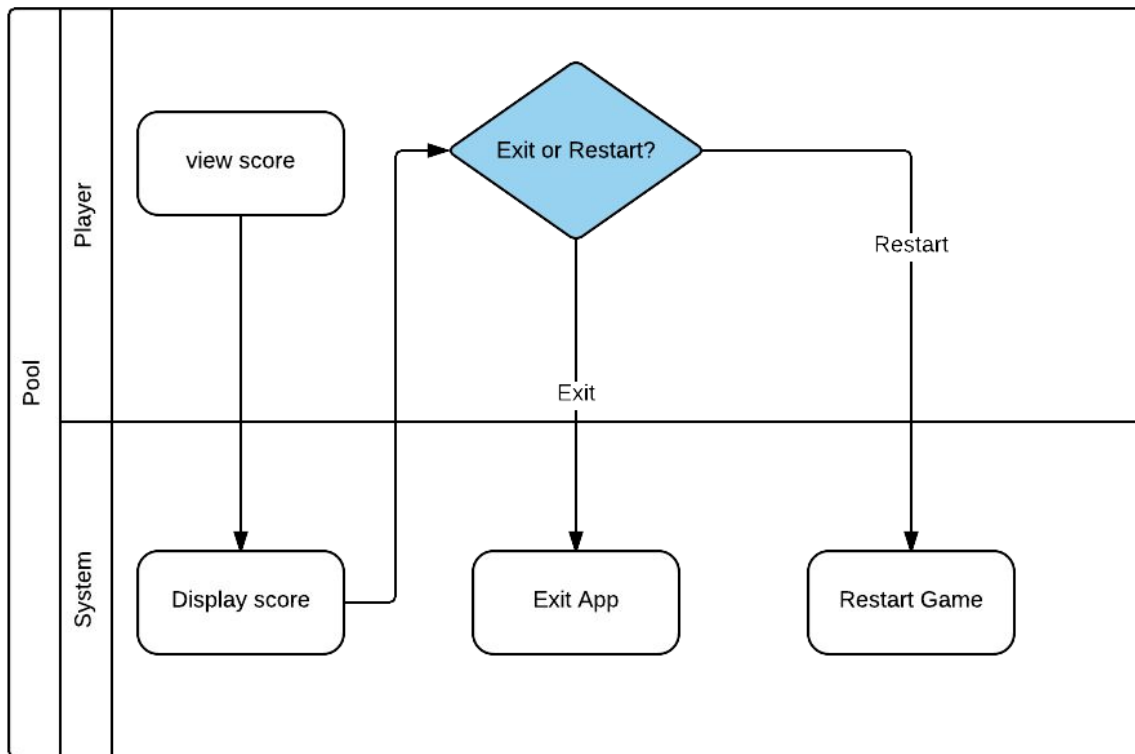
2. use case document:

Use Case ID:	UC-01		
Use Case Name:	Exit the game.		
Description:	The player can exit the game at any time.		
Actor:	Player		
Pre-condition:	The player open the app.		
Post-condition:	The game exit and the app shut down.		
Frequency of Use:	All the time		
Flow of Events:	Actor Action		System Response
	The player click the Exit button		The app shut down
Variation:	The player play game until game is over and Restart game when game is over		
Notes and Issues:			
Developer Notes:			

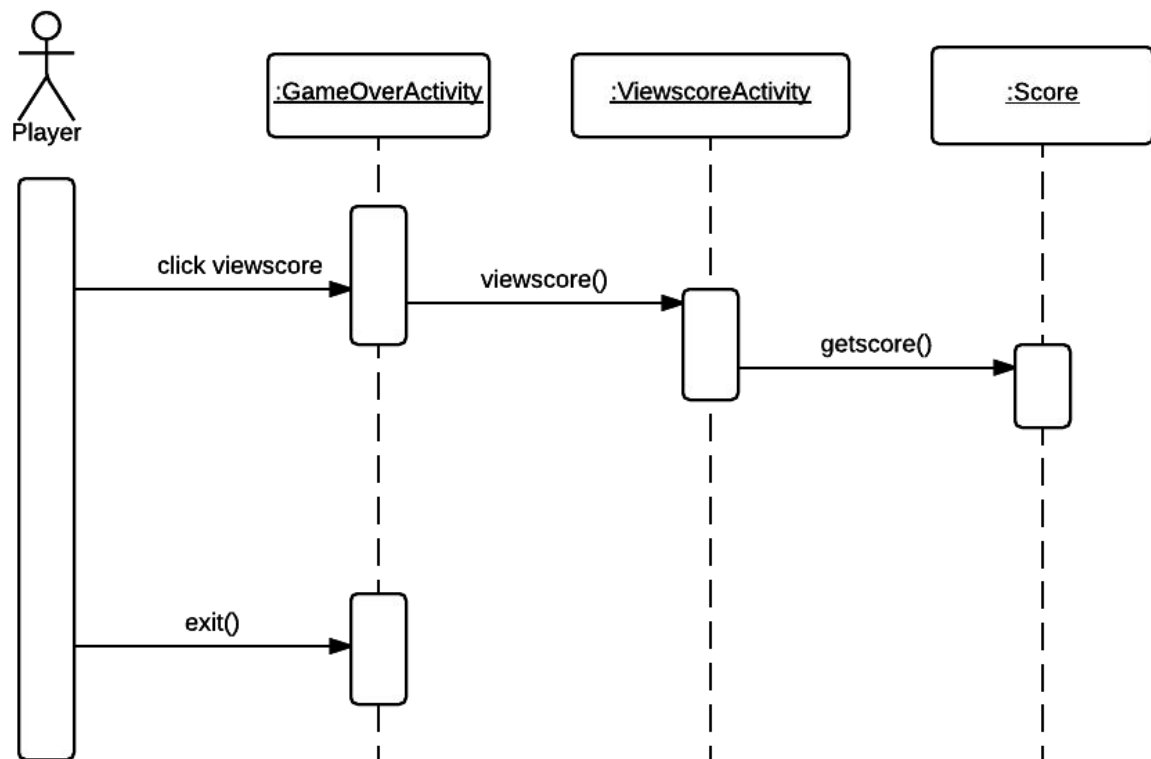
Use Case ID:	UC-02		
Use Case Name:	Record username and score		
Description:	The system record the username and score after game is over.		
Actor:	System		
Pre-condition:	The game is finished, and the player is willing to save the information about this play.		
Post-condition	The score and user name about this play will be saved in the database.		
Frequency of Use:	At the game is over		
Flow of Events:	Actor Action		System Response
	1. Click the SAVE button		Save username and score in Database.
Variations:	Exit game or restart game directly.		
Notes and Issues:			
Developer Notes:			

Use Case ID:	UC-03		
Use Case Name:	View Score.		
Description:	The player can view the score before the game start and after the game finish.		
Actor:	Player		
Pre-condition:	The system record the score and User ID in database file.		
Post-condition:	The player know the highest 10 score history at the beginning and end of the game.		
Frequency of Use:	At the beginning and at the end of game.		
Flow of Events:	Actor Action		System Response
	1. At the beginning, click view score on screen		List the highest 10 scores by this id
	2. At the end, once the game finish, click view score on screen		List the score and ranking of this playing
Variations:	Set the color, volume or play game.		
Notes and Issues:			
Developer Notes:			

3. Activity diagram:



4. Sequence diagram:



5. Class diagram

