

Use Case Identification and History			
Use Case ID:	ARCADE.PG.1.1.1		
Use Case Name:	Play game	Version No:	1
End Objective:	The purpose of this use case is for the customer to expend their purchased tokens to play a game at the arcade and earn tickets and a game score to their account.		
Created by:	Nicholas Sullo	On (date):	1/28/2019
Last Update by:	Nicholas Sullo	On (date):	1/28/2019
Approved by:	Team BCON	On (date):	1/29/2019
User/Actor:	The user in this scenario is the customer wishing to play a game at the arcade.		
Business Owner Name:	Empire Arcade, Inc.	Contact Details:	1-800-588-2300
Trigger:	The customer will trigger this use case by tapping their RFID card at the arcade game they want to play.		
Frequency of Use:	This use case will occur whenever any customer in the arcade attempts to play any game in the arcade. Therefore, the frequency of this scenario will be quite high.		

Preconditions
Before this use case occurs, the user must have already set up an account, been issued an RFID card, and added tokens to the card.
Includes or Extension Points
Includes: Publish Game Score Check Balances/Statistics
Extends: Issue Tickets

Basic Flow		
Step	User Actions	System Actions
1	Taps RFID card at game	Verifies sufficient token balance on user's card by beginning the Play Game-triggered action from

BCON Arcade Scenarios Specifications Document

		Check Balances / Statistics. Debits user's account by token amount required to play the game. The new token balance is written to the user's card. The user's ID is also stored.
2	Plays game	Game operates normally, keeps track of score and/or ticket count as relevant.
3	Ends play once game is finished	Game sends player's score, tickets earned, game ID, and player ID to local server.

Exception Flow

1	Insufficient token balance on user's card	Present error message at game notifying the user of insufficient tokens
---	---	---

Post conditions

Once the flow has finished, the user's card will have been rewritten with new token balance, and the user's profile in the server will be updated to include the game played, score earned, and tickets earned.

Special Requirements

Some of the functionality outlined in this use case may need to be modified depending upon the specifics of the arcade game being outfitted with this system. Some examples include games which do not have a score or tickets, or games where you can continue a play for more tokens as opposed to completely restarting the game.

Business Rules

N/A

Other Notes (Assumptions, Issues,)

This scenario assumes that the arcade has a number of functioning games in it.