## Use case 5 Play Game

#### Main scenario (winning game)

- 1. The game starts when a player wants to play a dice game
- 2. System asks for a number between 1-6
- 3. Player writes a number between 1-6 and presses the button "Roll dice"
- 4. Step 3 repeats until the player reaches 20 points and wins
- 5. The score resets

#### Alternative scenarios

- 3a. Player enters a number outside the allowed numbers and presses the button "Roll dice"
  - i. System presents the message "Please type a number between 1-6" and the score is not altered.
  - ii. Step 2 in the main scenario.
- 4a. (Losing game)Step 3 repeats until the player reaches -10 points and Loses.
  - i. Step 5 in the main scenario.

## Use Case 6 Reset Game

#### **Preconditions**

A game has started

#### Main scenario

- 1. A Player wants to start over
- 2. System provides a choice to start over
- 3. Player presses the button "Reset score"
- 4. The score is set to zero

## Test Case 5.1, Show Game form

When a user is logged in and wants to play a game of dice, a game form should be shown including rules for the game.

### input:

- Testcase 1.7 Successful login with correct Username and Password.
- Press "Play a game of dice".

#### output:

- The text "Logged in", is shown.
- A form for play a game of dice is shown.
- The rules of the game is shown
- buttons/links with text "Back to login" and "Register a new user" is shown.

#### **Assignment 2**

Register a new user Back to login

#### Logged in

The Rules of the game:

The closer to the dice result you can guess the bigger score you get

Same number = 5 points

one above or under = 3 points

carefull! all other guesses will give you -2 point

if you reach 20 points you win, if you reach -10 points you loose!

Play a game of dice

Type a number and press Roll Dice to start a new game!

Roll Dice Reset score

Wednesday, the 5th of May 2021, The time is 12:26:28

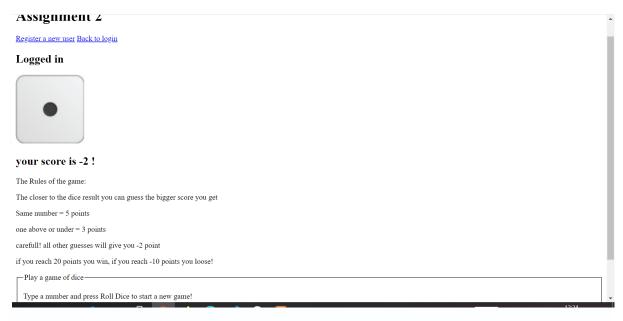
## Test Case 5.2 Roll dice

### input:

- Testcase 5.1, show game form.
- Enter one number between 1-6
- Click "Roll Dice".
- If the chosen number is equal to the dice value you will get 5 points
- If the chosen number is one more or less than the dice value you will get 3 points
- If the chosen number differs two or more from the dice value you will det -1 points

#### output:

- A picture of a randomized dice value is shown.
- Yout current score will be displayed



### Example result of guessing on 3

# Test Case 5.3 Play game (win)

## input:

- Test case 5.2
- Repeat Test case 5.2(roll dice) until you reach 20 points or above

## output:

- The message "You win" will be shown
- The score will reset to 0

### **Assignment 2**

Register a new user Back to login

#### Logged in



You win!

The Rules of the game:

# Test Case 5.4 Play game (Loose)

## input:

- Test case 5.2
- Repeat Test case 5.2(roll dice) until you reach -10 points or less

## output:

- The message "You Loose" will be shown
- The score will reset to 0

### **Assignment 2**

Register a new user Back to login

#### Logged in



You Loose!

The Rules of the game:

# Test Case 5.5 Play Game with not allowed number

## input:

- Testcase 5.1, show game form.
- Enter a number that is **not** 1-6.
- Click "Roll Dice".

## output:

• The text "Please type a number between 1-6" is shown.

# Test Case 6.1 Reset game

## input:

- Test case 5.2
- Press the "reset" button

#### output:

- The result is set to 0
- Control by starting a new game and make sure the score is correct