

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 get -1 points

output:

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

Assignment 2

[Register a new user](#) [Back to login](#)

Logged in



your score is -2 !

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!

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