

Lab 2: Requirements Analysis – Use Cases

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Grp: 13

Use Case 1:

Name: Log In

Brief Description:

The Log In case allows the user to log back into their pre-existing account stored on the games database, register for a new account or get help from either an admin, or a pre-set of commonly asked questions.

Actors:

- User: Anyone who navigates to the webpage using a browser.

Preconditions:

The user must load up the game and see the Login, Register and Help tabs on the main screen.

Basic Flow:

Once the actor clicks on the Login tab, a form is displayed with each requirement needed to log back into an existing account. If the user clicks on the Register tab, the Register Use Case will be in effect. If the user clicks the Help tab, the user can get help from either an admin, or a pre-set of commonly asked questions.

Alternate Flows:

The game will ensure the user is not a bot, and that the user follows age restrictions. If the user is on a new computer, they will still be able to use the Login button, Register button and the Help button.

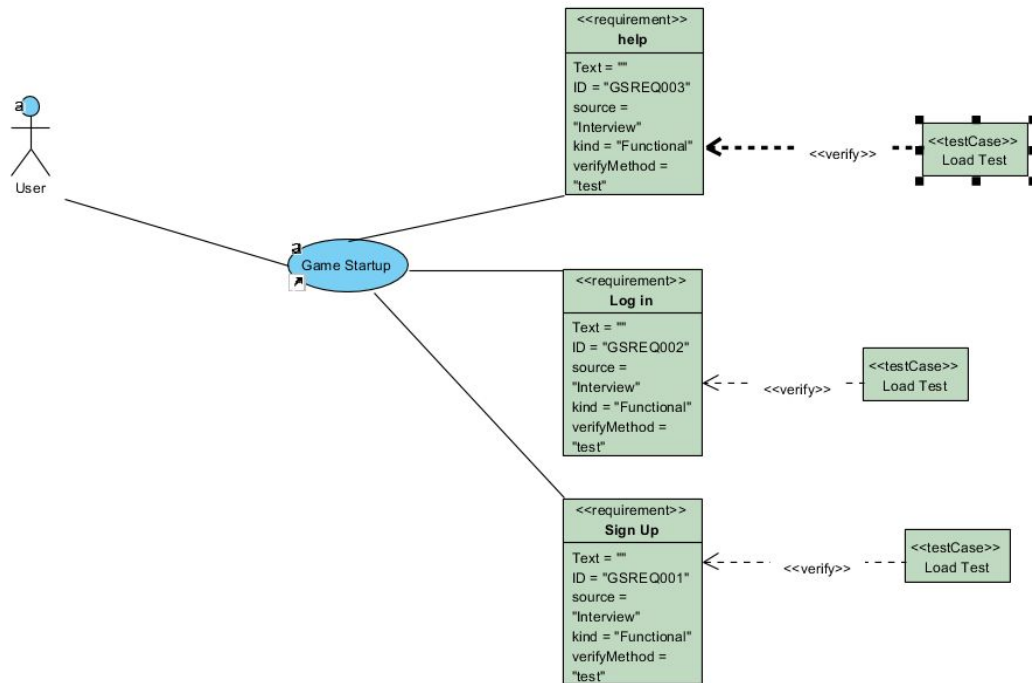
Exception Flows:

If the user clicks on the wrong tab, they can have the option of going back to the main page, displaying the Login, Register and Help buttons once again.

Post Conditions:

When the use case is complete, the user will have either been directed and logged into an existing account, directed and registered for a new account, or directed to the help section within the game.

Diagram



Test Case 1 (help):

The screenshot shows the 'Test Case Specification' dialog box with the 'Test Plans' tab active. The table below represents the data entered in the dialog:

Steps	Procedures	Expected Results
1. Press help	click on help button	help dialog box opens
2. Help page opens	Read instructions	You learn the game
3.		

Test Case 2 (Log In):

The screenshot shows a 'Test Case Specification' dialog box with a 'Test Plans' tab selected. The dialog contains a table with three columns: 'Steps', 'Procedures', and 'Expected Results'. The table has two rows of data. Below the table is a large empty text area. At the bottom of the dialog are buttons for 'Reset', 'OK', 'Cancel', 'Apply', and 'Help'.

Steps	Procedures	Expected Results
1. Press login	Click Login button	Login page opens
2. Log in page opens	Fill in details	log in page displays

Test Case 3 (Sign Up):

The screenshot shows a 'Test Case Specification' window with a 'General' tab selected. It contains a table with two columns: 'Steps' and 'Expected Results'. The table has two rows of data. The first row shows '1. Press Sign Up' as the step and 'Sign Up Page opens' as the expected result. The second row shows '2. Sign up page opens' as the step and 'sign up page opens' as the expected result. The window also has a toolbar with various icons and buttons at the bottom: 'Reset', 'OK', 'Cancel', 'Apply', and 'Help'.

Steps	Expected Results
1. Press Sign Up	Sign Up Page opens
2. Sign up page opens	sign up page opens

Use Case 2:

Name: Gameplay

Brief Description:

If a registered end user wants to return to the game another time, he must first login. The database will check if the form submitted corresponds to any login info in the database. Then if correct, he will login and be prompted to play a tutorial. He can either skip the tutorial and go right into gameplay or play the tutorial and then go to gameplay

Actors:

-End User: user who is going to log back in correctly

Preconditions:

User must be on the log in/sign up page in order to access the game. User must also be on the site. In order to login, user must have gone through the process of signing up

Basic Flow:

Once the actor is logged in or registered, the tutorial will play, enabling the user to learn the basics of the game. Enabling no confusion when playing. Even if the user has played in the past, the tutorial will play after logging in to an existing account. This will help past users who may have forgotten how the game works. A skip button will be displayed for those who know the game already.

Alternate Flows:

The game will ensure the user is a registered user. If the user is on a new computer, everything will be the same, even if they make a new user or if they are using the same login

Exception Flows:

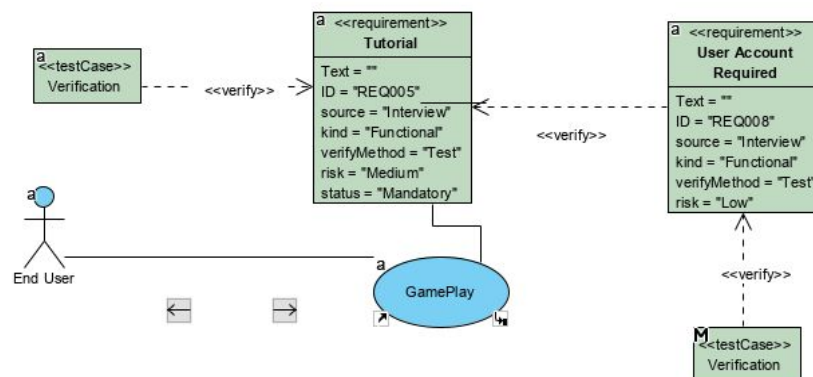
If the user clicks on the skip button by accident, they can reload the game to re-login, or they can log out of their account, and re-login.

Post Conditions:

When the use case is complete, the user will have been through the tutorial, or skipped the tutorial, allowing them to play the game to its full potential.


Diagram:

Test Case 1 (Verification):



Test Case Specification

General Test Plans




Steps	Procedures	Expected Results
1. Ask User to log in	Click log in	login page opens
2. Check if Username and Password are valid in database	Check database for user info according to form	returns if user has signed up or not
3. Prompt to Sign Up if invalid, else goto Tutorial prompt	click submit button	display options to sign up, else goto tutorial prompt

Test Case 2 (Tutorial):

Test Case Specification

General Test Plans



Steps	Procedures	Expected Results
1. Ask user if he knows how to play the game	prompt a question asking user if he knows how to play	prompt checking if he knows the game
2. go to tutorial page if user doesn't know how to play	-shift into tutorial web page	-directs to another screen that shows how user plays the game

Use Case 3:

Name: New user

Brief Description:

The New User case allows the user to register a new account stored on the games database. The registration will consist of a form, with fields; username, password and email. This information will be stored on the games database, and the username and email will be unique to each player. Not which one person will have the same username, or conflict with the same email address.

Actors:

- Supplier: The user supplying the user details
- Usage Database: the database stores and allows verification of the user upon signup/in

Preconditions:

The user must see and manually click on a register button upon load up

Basic Flow:

Once the actor clicks on the register tab, a form is displayed with each requirement needed to create an account.

Alternate Flows:

The game will ensure the user is not a bot, and that the user follows age restrictions. If the user is on a new computer, they will still be able to use the Login button, instead of the register button, ensuring their account will remain stable.

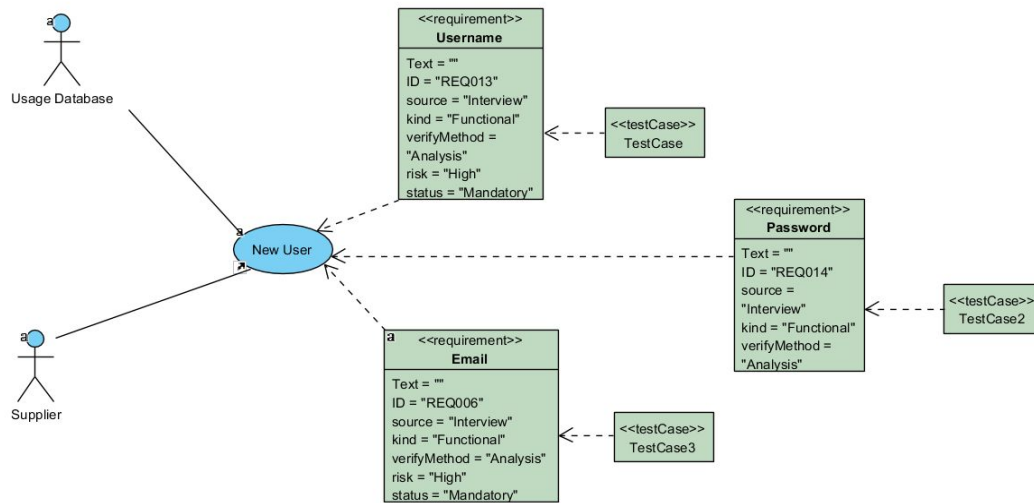
Exception Flows:

If the user does not type in the correct username, password or and ineligible email, the forms will tell them that the required fields are not filled out, that the username/email is taken, or that the email format is incorrect.

Post Conditions:

When the use case is complete, the username and email must be unique, unlike any other user, the email must follow the email format, and every field must be filled out and submitted.

Diagram:



Test Case Specification

General Test Plans

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Steps	Procedures	Expected Results
1. Server requests username	game creates a form with username	game displays a username in form
2. User enters username	user types chosen username	final username chosen by user is displayed
3. Form checks validity	The form will check if the user has entered anything, and if the username is taken	The form displays that the user has not entered any characters, and also displays if the username is taken or not
4. Server receives the form	game sends the form to the server	game closes login after sending form to server

Reset OK Cancel Apply Help

Test Case Specification

General Test Plans

← ⌂ F, fE ^ v ⌂ ↻ ↺

Steps	Procedures	Expected Results
1. Server requests password	game creates a form with password	game displays a password in form
2. User enters password	user types chosen password	final password chosen by user is displayed
3. Form checks validity	The form will check if the user has entered anything	The form displays that the user has not entered any characters
4. Server receives the form	game sends the form to the server	game closes login after sending form to server

Reset OK Cancel Apply Help

Test Case Specification

General Test Plans

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Steps	Procedures	Expected Results
1. Server requests email	game creates a form with email	game displays an email in form
2. User enters email	user types chosen email	final email chosen by user is displayed
3. Form checks validity	The form will check if the user has entered anything, and if the email is taken	The form displays that the user has not entered any characters, and also displays if the email is taken or not
4. Server receives the form	game sends the form to the server	game closes login after sending form to server

Reset OK Cancel Apply Help

Game Startup

Information

Rank	Low
ID	
Status	Unspecified
Justification	
Primary Actors	User
Supporting Actors	

Details

Level	Subfunction
Complexity	Medium
Use Case Status	Base
Implementation Status	Scheduled
Preconditions	N/A
Post-conditions	Log in Sign Up help
Author	Cameron Diaze, Aryan Desai, Tiwaloluwa Ojo, Tanzir Hossain
Assumptions	User is not a robot, User follows age restrictions, website opened

GamePlay

Information

Rank Unspecified

ID

Status Unspecified

Justification

Primary Actors End User

Supporting Actors

Details

Level Subfunction

Complexity Medium

Use Case Status Base

Implementation Status Scheduled

Preconditions N/A

Post-conditions TutorialUser Account Required

Author Cameron Diaze, Aryan Desai, Tiwaloluwa Ojo, Tanzir Hossain

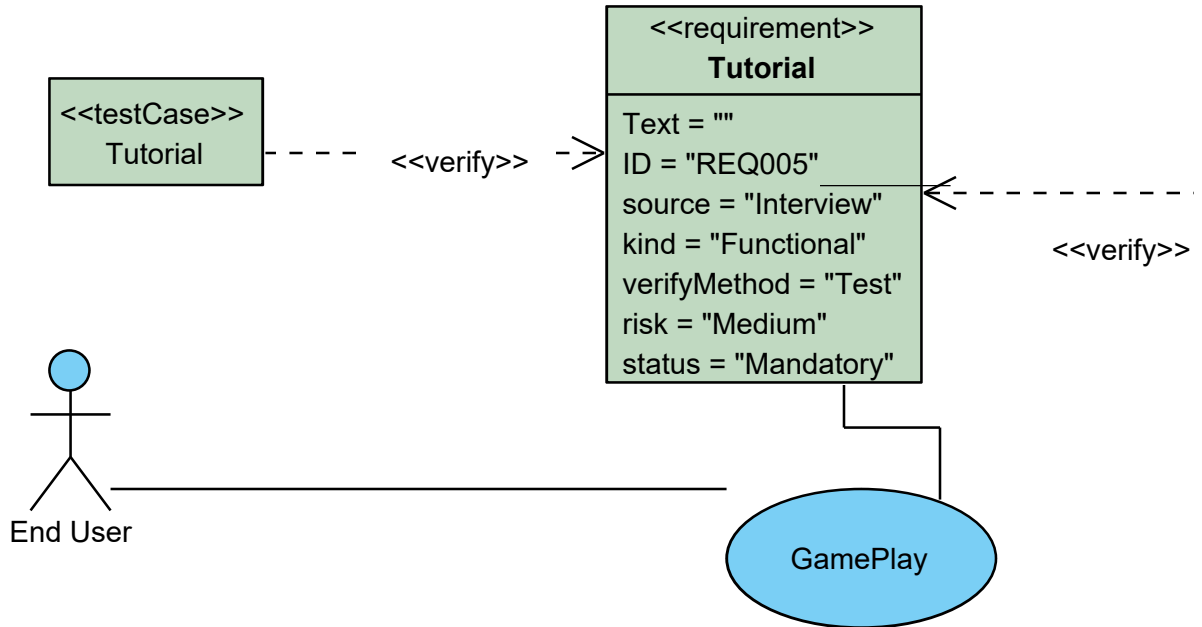
Assumptions User is not a robot, User has already signed up and User is not a first time user

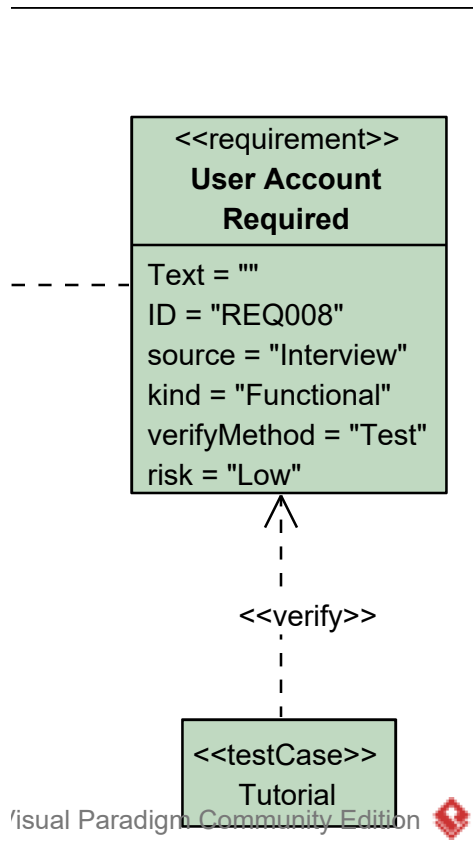
Requirements

Tutorial

User Account Required

req Requirements to start playing the game





New User

Information

Rank	Unspecified
ID	
Status	Unspecified
Justification	
Primary Actors	Supplier, Usage Database
Supporting Actors	

Details

Level	Subfunction
Complexity	Medium
Use Case Status	Base
Implementation Status	Scheduled
Preconditions	N/A
Post-conditions	Email Username Password
Author	Cameron Diaze, Aryan Desai, Tiwaloluwa Ojo, Tanzir Hossain
Assumptions	User is not a bot, User follows age restrictions