Use Case: Pause

**Summary:** Pauses the game.

**Priority:** Low.

Extends:

Includes:

**Participators:** Player.

**Normal flow of events**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | Press the pause button. |  |
| 2 |  | The time stops. |
| 3 |  | The gameboard gets black. |

**Alternet flows  
Flow 2.1 when the game is allready paused**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 2.1.1 |  | Time starts. |
| 2.1.2 |  | The screen turns to normal. |

Use Case: New Game

**Summary:** This is how the player starts a new game.

**Priority:** High.

**Extends:** game over?

**Includes:** -

**Participators:** Player

**Normal flow of events**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | Press start button. |  |
| 2 |  | Reset board. |
| 3 |  | Place new gameboard. |
| 4 |  | Reset all stats. |

Use Case: Choose square

**Summary:** This is how the player select a button to reveal it’s content.

**Priority:** High

**Extends: ?**

**Includes:** ?

**Participators:** Player.

**Normal flow of events**A simple click with no consequences.

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | Press an empty unclicked square. |  |
| 2 |  | Displays a number square. |

**Alternet flows  
Flow 2.1 Player click on an empty square**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 2.1.1 |  | Displays empty square. |
| 2.1.2 |  | Reveals more empty squares and numbers. |

**Flow 2.2 Player click on a mine square**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 2.2.1 |  | Displays a mine. |
| 2.2.2 |  | Reveal all mines.? |
| 2.2.3 |  | Game over. |

Use Case: Powerup clear

**Summary:** The players shows an area to reveal all squares.

**Priority:** Low

**Extends:** Can’t afford

**Includes:** ?

**Participators:** Player.

**Normal flow of events**A simple click with no consequences.

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | The player press the powerup ”Clear” button |  |
| 2 | Players choose a ”group” of squares to clear. |  |
| 3 |  | Lose time. |
| 4 |  | All empty and number squares in the area gets shown. |
| 5 |  | All minesquare int hte area gets flaged. |

Use Case: Powerup show

**Summary:** A powerup that let’s the player see all the mines in a short period of time.

**Priority:** Low

**Extends: ?**

**Includes:** ?

**Participators:** Player.

**Normal flow of events**A simple click with no consequences.

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | The player press the power up ”Show” button |  |
| 2 |  | Lose time. |
| 3 |  | Reveal all the mines for a short period of time. |
| 4 |  | Hide all the mines that was shown. |

Use Case: Powerup extraflag

**Summary:** Let the player get an extra amount of flags to place

**Priority:** Low

**Extends: ?**

**Includes:** ?

**Participators:** Player.

**Normal flow of events**A simple click with no consequences.

|  |  |  |
| --- | --- | --- |
|  | Actor | System |

|  |  |  |
| --- | --- | --- |
| 1 | The player press the power up ”Extraflag” button |  |
| 2 |  | Lose time. |
| 3 |  | Increase the flagcounter. |