

Øvelse: Use Cases til Little Animal Horror Zoo

I jeres grupper skal i lave use cases for spillet Little Animal Horror Zoo.

Det er ikke en øvelse i at finde flest mulige Use Cases, men en øvelse i at skrive de eller den der er på en god måde.

I kan måske finde inspiration i Larman bogen s. 94

Næste gang prøver vi at "bytte" med en anden gruppe, og i skal herefter give hinanden feedback.

Title: Little Animal Horror Zoo Game.

Actor: Player

Scenario:

- Player presses "play new game".
- Player chooses animal character (Snake/rabbit).
- Player enters the game, the game board is resembling a chess board. (The characters starts in opposite corners).
- Player and the computer opponent takes turn moving 1 square at a time - In the directions Up, Down, Left, Right.
- Player press the "direction arrow" in the direction the player wants to move (Up, Down, Left, Right).
- The character move according to player's choice.
- Computer opponent moves (Up, Down, Left, Right).
- If the snake is on a square next to the rabbit - the rabbit screams (Sound) - "No please don't eat me".
- If the snake moves to the same square as the rabbit - the snake screams (Sound) - "Ahrrrrr I'm eating you ha ha!".
- The game ends when the snake "eats" the rabbit.