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Project: Tetris

Requirements:

UR-03: Player can start new game

UR-11: Player can view the next piece in queue.

Use Case Documents:

Use Case ID:	UR-03
Use Case Name:	Start Game
Description:	From the main menu the player can start the game

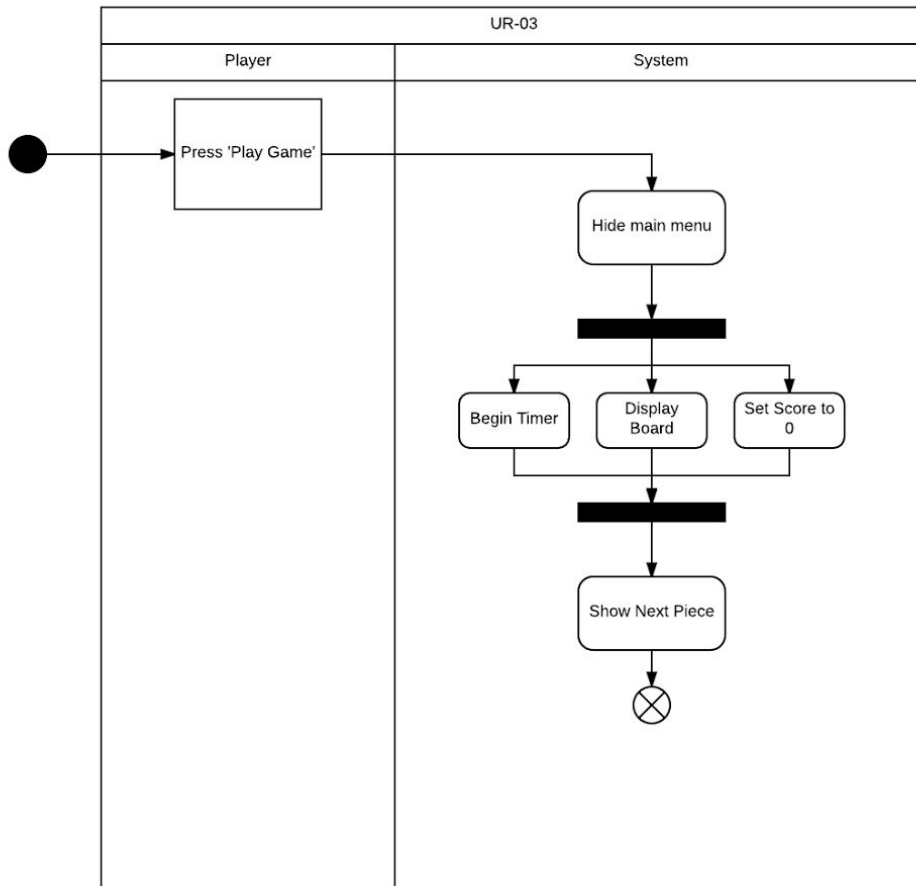
Actors:	Player		
Pre-conditions:	1. Player must be logged on 2. Player must be at the main menu		
Post-conditions:	The game begins		
Frequency of Use:	Very Often		
Flow of Events:		Actor Action	System Response
	1	Player clicks on the start new game button	Main menu fades and game begins
Variations:	None		
Exceptions:			
Developer Notes:			

Use Case ID:	UR-11
Use Case Name:	View Next Piece
Description:	The system will show the next available piece to the player during a

	game.
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Actors:	Player, System		
Pre-conditions:	1. Player is in a game		
Post-conditions:	The piece is displayed to the player		
Frequency of Use:	Very Often		
Flow of Events:		Actor Action	System Response
	1 2	Player begins a game Player places a piece	Next piece is shown Next piece is updated
Variations:	None		
Exceptions:	None		
Developer Notes:			

Activity Diagram:



User Interactions (Sequence Diagram):

