Name: Travis Roundy
Project: Tetris
Requirements:
> UR-05: Player can view position on leaderboards
> UR-13: Player can end the game

Use Case Documents:

Use Case ID:	**UC-05**
Use Case Name:	End Game
Description:	During a game, the player can choose to end the current game session.

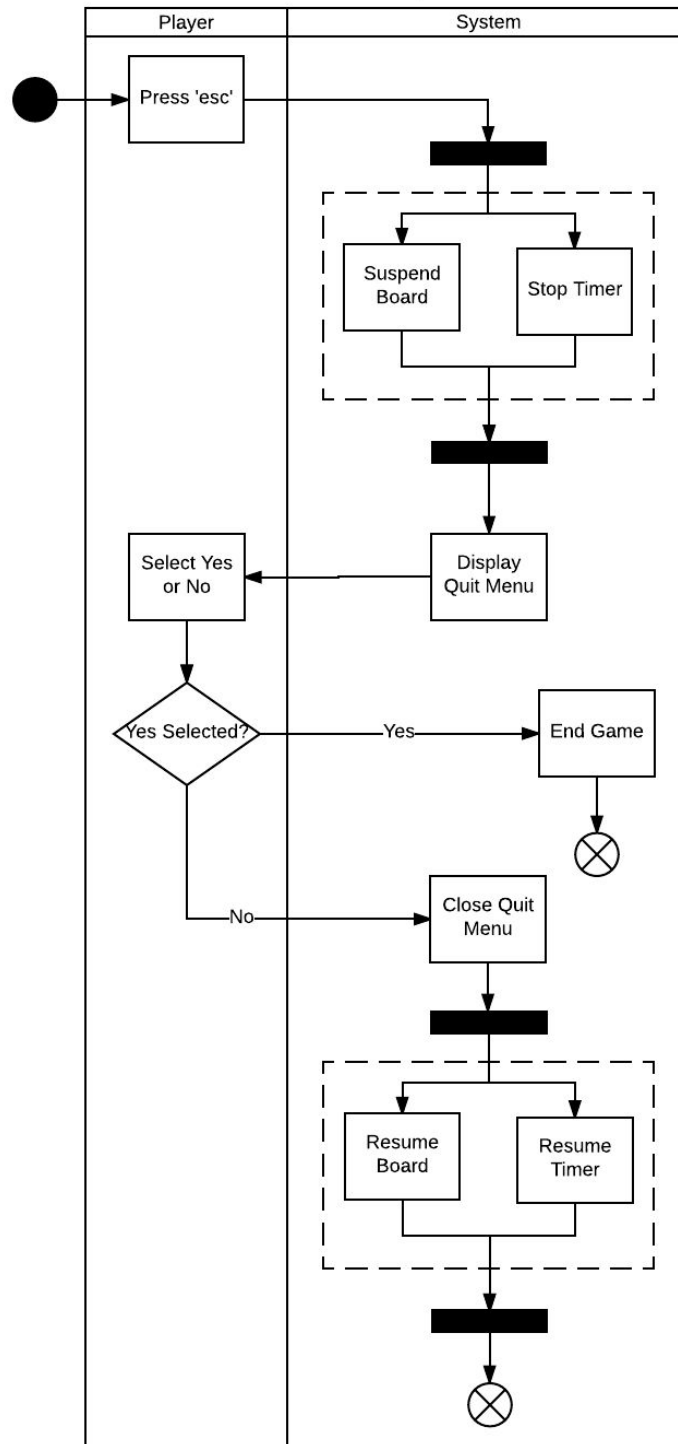| Actors:	Player		
Pre-conditions:	1. Player must be logged in 2. Player must be currently in a session of playing		
Post-conditions:	Player is prompted if they would like to quit, and then they are brought back to the main screen		
Frequency of Use:	Very often		
Flow of Events:		**Actor Action**	**System Response**
	1	Player pushes the "esc" button on keyboard	Screen pauses game and brings up popup message asking if user wants to quit
	2	Player selects Yes or No if they want to quit	System unpauses and continues game if no, returns user to main screen and stores score/time if yes
Variations:	None		
Exceptions:	None		
Developer Notes:			

Use Case ID:	UC-06
Use Case Name:	View Leaderboard
Description:	Once a user has played a game, they will be able to compare their high score to those who have also registered and played a game.

Actors:	Player
Pre-conditions:	1. Player must have an account and be logged in. 2. Player must have played at least one game since registering.
Post-conditions:	Player goes back to main screen
Frequency of Use:	Whenever a player wants to compare scores with other players, maybe once a playing session.

Flow of Events:		Actor Action	System Response
	1	Player clicks on "View High Scores" on main page	System runs high score query script and then displays on new page

Variations:	If Player has not played a game: 1. User will see a popup that says the screen will be available after playing a game, along with a Start New Game button
Exceptions:	None
Developer Notes:	

Activity Diagram:

UR-13:
UC-05: End Game
Travis Roundy

Player	System

Press 'esc'

Suspend Board
Stop Timer

Display Quit Menu

Select Yes or No

Yes Selected?

Yes

End Game

No

Close Quit Menu

Resume Board
Resume Timer

User Interactions (Sequence Diagram):

UR-13
UC-05: End Game
Travis Roundy

Player

:Game

piece:Piece

Player presses 'esc'

pausePiece(piece)

pauseTimer()

displayMenu()

[confirm]

endGame()