

## Use Cases:

Title:	Selecting a Pinball
Description:	This use case describes how the user can select a pinball
System Under Design:	Endless Pinball
Primary Actor:	The Player
Participants:	
Goal:	Successfully select desired pinball
Following Use Cases:	N/A
Invariant:	The user has access to a smartphone and the endless pinball app
Precondition:	The system displays an button with an image of a pinball
Success Post Condition:	The use case allows the user to select a desired pinball

Actor:	System:
User selects the pinball button	System displays all pinball color options
User selects desired pinball	System displays confirmation button
a)User selects confirm b)or cancel	a)System updates pinball gameObject with new pinball or b) System keeps pinball as the same

Title:	Choosing Profile Image
Description:	This use case describes how the user can select an image to display on their public profile.
System Under Design:	Endless Pinball
Primary Actor:	The Player
Participants:	
Goal:	Successfully select desired pinball
Following Use Cases:	<<includes>> Verify Information
Invariant:	The user has access to the endless pinball app
Precondition:	The system displays a button showing the user's profile
Success Post Condition:	The use case allows the user to select the desired profile image

Actor:	System:
User selects the profile button	System displays all profile image options
User selects desired profile images	System displays confirmation button
User selects a) confirm or b) cancel	a) System updates profile picture with selected image b) System keeps original profile picture

Title:	Selecting a board theme
Description:	This case describes how a user can change the board.
System Under Design	Endless Pinball game
Primary Actor	The player
Participants	
Goal	Successfully change the board style
Following Use Cases	N/A
Invariant	The user has the Endless Pinball app
Precondition	The user opens up the settings part of the app and clicks to change board
Success Post Condition	The use case allows the user to change the board upon selection

Steps:	System:
User selects change board option	System displays all board options
User selects desire board	System displays confirmation button
User selects a) confirm or b) cancel	a) System updates board for main game b) System keeps previous board

Title:	Log in Profile
Description:	Allow the user to access their profile
System Under Design	Endless Pinball
Primary Actor	The Player
Participants	
Goal	Successfully connect the user to their profile
Following Use Cases	<<includes>> Verify Password
Invariant	The user has access to the endless pinball app
Precondition	The system displays the menu button
Success Post Condition	The system displays the user's profile

<p>Actor:</p> <ol style="list-style-type: none"> <li>1. Choose "Settings" Menu</li> <li>3. The user choose "Profile" Menu</li> </ol>	<p>System Responses:</p> <ol style="list-style-type: none"> <li>2. The system displays many options to choose from</li> <li>4. The system accept the user request</li> </ol>
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Title:	Uploading a high score
Description:	This use case describes how to upload a player's high score
System Under Design	Endless Pinball App
Primary Actor	The Player
Participants	
Goal	Successfully upload newest high score
Following Use Cases	<<includes>> Verify Information
Invariant	The user has access to the endless pinball app
Precondition	The system displays the user's high score and an upload button
Success Post Condition	The user has successfully uploaded their high score to the website

Actors::	System:
User selects the "Upload" button	System verifies if the user is logged in
User enters a name to be placed on the leaderboard	System uploads score to the website and displays "Save Name" button and "Home" button
a)User selects "Save Name" button or b)User selects "Home" button	a)System saves the user's name to account or b)System displays home screen

Title:	Viewing Achievements
Description:	This use case describes how the user can view their achievements
System Under Design	Endless Pinball
Primary Actor	The Player
Participants	<<includes>> Verify Information
Goal	Successfully show all achievements and whether they are obtained.
Following Use Cases	Verify Information
Invariant	The user has access to the endless pinball app
Precondition	The system has displayed the user's profile page
Success Post Condition	The system successfully displays the current completion state of all achievements

Actor:	System:
User selects the 'Achievements' button	System shows all of the achievements
User selects a) the 'Back' button b) an achievement	a) System returns to the profile page b) System displays achievement information

Title:	Resetting the game
Description:	This use case describes how to reset the current game.
System Under Design	Endless Pinball
Primary Actor	The Player
Participants	
Goal	The user has successfully reset the game
Following Use Cases	N/A
Invariant	The user has access to the endless pinball app
Precondition	The system is pausing the current game and is displaying the pause menu
Success Post Condition	The user is able to reset the current game running.

Actors:	System:
The player selects the reset button	System displays “confirm” or “cancel” button
a)player selects confirm button or b)player selects cancel	a)The system restart the scene or b) The system resumes the pause menu

Title:	Start the Game
Description:	This use case describes how to begin playing the game
System Under Design	Endless pinball
Primary Actor	Player
Participants	
Goal	The user has successfully started the game
Following Use Cases	N/A
Invariant	The user has access to endless the pinball
Precondition	The system is displaying the start menu
Success Post Condition	The user is able to begin playing the game

Actors:	System:
The player selects the start button	System starts the scene



Title:	Adjust Volume
Description:	This use case describes how to increase, decrease or mute the sound volume
System Under Design	Endless Pinball
Primary Actor	The player
Participants	
Goal	The user successfully increase, decrease or mute the volume
Following Use Cases	N/A
Invariant	The user has access to the endless pinball app
Precondition	The system displays the menu button
Success Post Condition	The system displays the volume slider

Actor:	System Responses:
1.The player select the “settings” menu	2.The system display select many options to choose from
3. The player select the volume button 5. The user chooses to adjust the volume as desired	4. The system displays the volume slider

Title:	View Leaderboards
Description:	This use case describes how the user can view the high score leaderboard
System Under Design;	Endless Pinball
Primary Actor:	The Player
Participants:	
Goal:	The user successfully views the online leaderboards
Following Use Cases:	N/A
Invariant:	The user has access to the endless pinball app and access to the internet
Precondition:	The system displays the leaderboards button
Success Post Condition:	The system displays the online leaderboards

Actor:	System:
User selects the leaderboards button	System displays a prompt asking to open an internet browser
User selects a) Open in browser b) Cancel	a) System displays the leaderboard website b) System returns to previous menu

Title:	Selecting a song
Description:	This use case describes how a user can select a music track for the game
System Under Design	Endless Pinball
Primary Actor	The Player
Participants	
Goal	The user successfully selects the music they want to have playing in the background
Following Use Cases	N/A
Invariant	The user has access to a smartphone and the endless pinball app.
Precondition	The system displays the options menu
Success Post Condition	The user changed the background music for the game

Actor:	System:
User selects the music change button	System displays all Endless Pinball tracks
User selects desired track	System displays confirmation button and cancel button
a)User selects the confirmation button or b) user selects cancel button	a)System plays audio of newly selected music or b) System resumes currently playing audio



