Trivia URS

Group 4

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# Game description

Game consists of 5 rounds where both players will be asked one question each round.

(the same question)

The questions will have 3 possible answers. The player will get one point for each correct answer.

To prevent locking up the game there will be a time limit for answering each question.

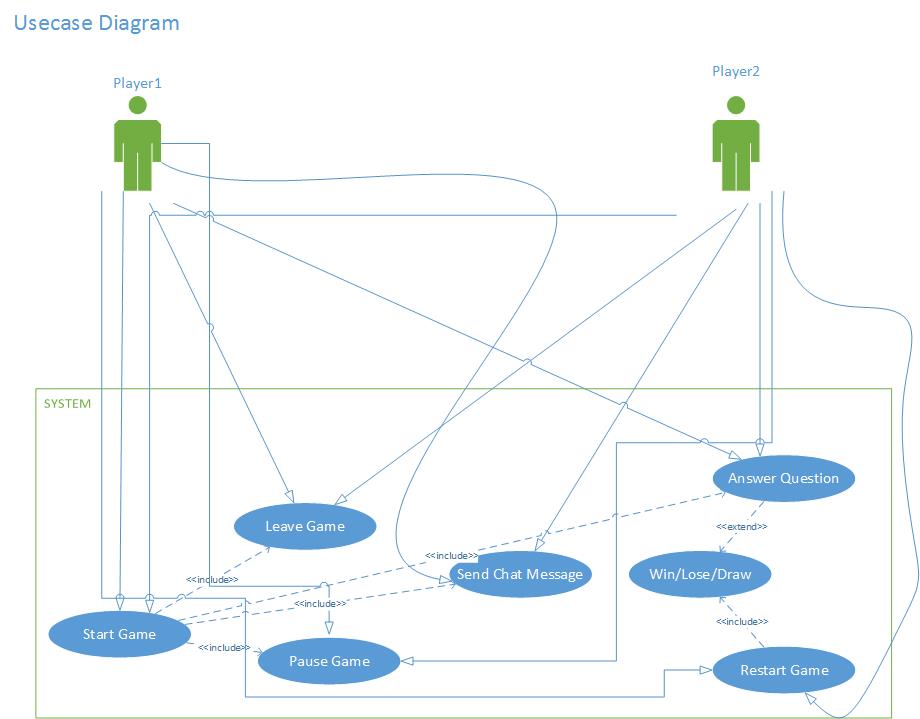
After the 5 rounds the player with the highest score wins the game.

Draws are possible. (Maybe implementing follow up questions till one player wins)

# Requirements

|  |  |  |
| --- | --- | --- |
| Nr. | Description | MOSCOW |
| 1 | A 10 second timer per question so the game does not lock up | M |
| 2 | 5 Questions with 3 possible answers per game | M |
| 3 | Score counter to keep score | M |
| 4 | Win/Lose/Draw dialog | M |
| 5 | After each question info about who was (not) correct answer will be shown | M |
| 6 | Give up game | S |
| 7 | Start game check | S |
| 8 | Restart game option | S |
| 9 | Leave game option | S |
| 10 | Pause game option(in between questions) | C |
| 11 | The system will show when a player leaves the game. | S |
| 12 | In game chat | C |
| 13 | Connection to the server is lost | S |
| 14 | Sound effects(win/lose; (in)correct answer) | C |
| 15 | User portal | W |
| 16 | Database | W |

# Usecase diagram



# Use cases

|  |  |
| --- | --- |
| Goal | User Creates a game |
| Pre-condition | The User is logged in the game and he/she is in the lobby |
| Actor | User1, User2 |
| MSS | 1. User1 selects User2 from a list of online users  2. User1 clicks the Create game button  3. System sends selected User2 a message and awaits for User2 to accept  4. Selected User2 accept the invite and is added to a list of players  5. GUI is switched and the users in the list of players are added as players to the game  6. Systems distributes player color randomly and the game starts |
| Extension | 4A. User2 declines invite  4B. Systems shows the user that the invited user has declined. |
| Post-condition | The game begins. |

Win/Lose/Draw result:

|  |  |
| --- | --- |
| Goal | User get result of the game |
| Actor | The person who is playing the game |
| Pre-condition | The game is running and two actors is playing. |
| MSS | 1. Actor finish all questions provide by system.  2. System check result of two actors.  3. System compare the result from two actors.  4. System shows the result two all actors whether win, lose or draw. |
| Extension | 1A.One of the actor leave the game directly before the game finish.  2B. Systems directly shows win message to the other actor. |
| Post-condition | Go to the EndGame page of the game |

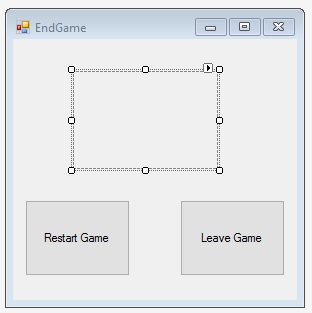
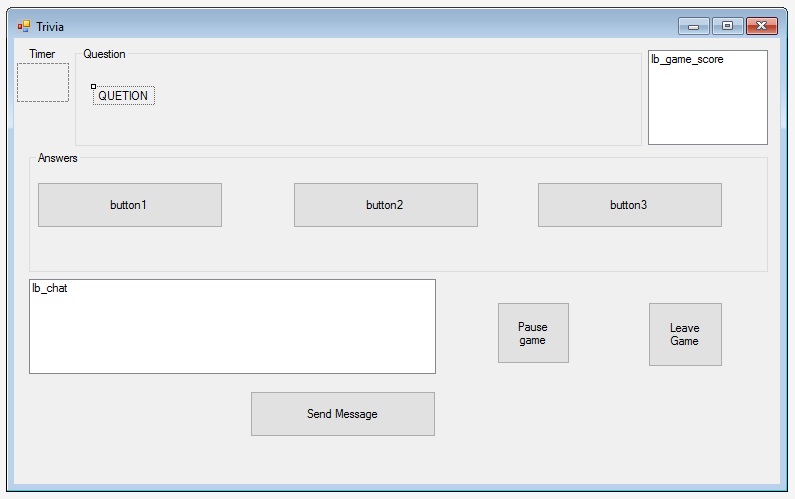
Restart game

|  |  |
| --- | --- |
| Goal | Game to back to start page |
| Actor | The person who is playing the game |
| Pre-condition | The game is finish and the end page is showed to actor |
| MSS | 1. One actor click on Restart Game button.  2. System shows a dialog window to the other actor whether he want to have a new game or not.  3. The second actor give the option Yes agree with restart game.  4. System create a new game for actors. |
| Extension | 3A.The second actor decide don’t want to restart the game.  2B. System keep both side windows in EndGame page. |
| Post-condition | A new game is start |

Give up game

|  |  |
| --- | --- |
| Goal | User give up the current game |
| Actor | The person who is playing the game |
| Pre-condition | The game is running and two actors is playing. |
| MSS | 1. One actor click on Give Up button  2. System shows a dialog window to the actor whether he want to give up the current game or not.  3. The actor give the option Yes.  4. System shows the message “Because your opponent give up the game so you win the game” and a win result to the other actor.  5. System shows the EndGame page to two actors. |
| Extension | 3A.The actor choose No option.  2B. The game is going on. |
| Post-condition | The game is stay in the EndGame page. |

# GUI



# Non-functional requirements

|  |  |
| --- | --- |
| Nr | Description |
| 1 | GUI should be easy to use |
| 2 | System should display outputs from one user to the others users within the same session |
| 3 | System should respond fast to user inputs |
| 4 | System should have stable connectivity in order to provide stable user interaction |
| 5 | System should relay information from one user to the other |
| 6 | System should display the output of the session to all current users within the session before ending the session |
| 7 | The application will be programmed in C#, which means Windows operation system version windows 7 or windows 8 are the required environments for it. |
| 8 | The application will be of type WCF. |
| 9 | The application can run on a basic computer. |