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# Use case

Choose Track

# Scope

The scope of this use case is for players to choose track to do race with other players. Other players can be generated by Minecraft itself or online players from different places.

# Description

This use case describes the number of different tracks. Each track is differing from one another in respect of: -

* Number of Lap’s.
* Difficulty level (Easy, Moderate, Hard).
* Track length.
* Day time or Night time racing tracks.

In each track (4 tracks) player is allowed to select the number of Lap’s, difficulty level and views. Then the backend of the game will collect his compatriots from the cloud that choose the same conditions and if no one will be available then system will generate itself.

# Flow Description

## Precondition

Before selecting the track, user needs to choose the car that meets with the track specifications. He has two options

1. Modify old car
2. Buy new Car

Once his car meets the requirements of track then will be able to win the race otherwise, he can easily fall behind and loose his entry fee.

## Activation

This use case begins when the player reaches at a point to select Track after choosing a car.

## Main flow

1. Player will choose track from available sets.
2. Player will be allowed to set difficulty level (Easy, Moderate, Hard).
3. Player will select the number of lap’s (number of times he wants to complete a track ring in a race.)
4. He can set day or night time view of track.
5. At the end hit “Go” button for the race according to the conditions set by player. [A1 Find difficulty]

## Alternate flow (Takes a different path to the main flow)

1. If the player found that the selected track is too hard for him. He is allowed leave the game.
2. Firstly, he needs to press the pause button. Then select leave game option.
3. Then the player will be exit from the competition and he will lose his entry fee to.
4. System will then bring him to the main menu where he needs to pay Entry fee again and so on.

## Exceptional flow

* 1. If user selects a track that is not available yet. The game will show him an error message, or it may crash.
  2. If by mistake user press an Exit button during a race. The game will throw him out and he will lose his money.

## Termination

The system stores all preferences of user in each race in respect of track selection.

## Post condition

After the use case ends, player starts controlling his car in racing track to achieve any of the first 3 positions (Actual race starts).