Software Engineering Group Project

The main use cases of the system

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# Introduction

## Purpose of this Document

The purpose of this document is to describe the user interfaces components including what interactions the users may have with system and the errors which may occur.

## Scope

This document specifies the typical user, what use cases will be carried out by the users in the software, and what errors may occur with their respective prompts.

## Objectives

The objective of this document is to specify the use cases of the system that users can perform as well as the errors conditions.

# User Interface

## Typical User

In the Buccaneer online Board game has one class of Users, the four players. Peter is a new player, and he has no experience in Buccaneer online Board game. He might decide to sale to the treasure island in the centre of the map and draw a chance card. When Peter gets to the treasure island and draws from a chance card, he can get one of three: 1) two crew cards from the Pirate Island, 2) Treasure worth six points from Treasure Island and a reduction of his crew card to eleven points by placing them in the Pirates Island, 3) Peters best pirates will desert the ship and go to pirates Island. Peter got lucky and gained Treasure worth six points, but he is in danger because he cannot move as many squares as before and his ships combat value is lower. Peter decides to sail to the closest harbour to trade. Here, Peter will trade his treasure or crew cards on his ship with the ones in the harbour, this trade will provide him with three identical treasures so he will return to his harbour town and there he will put them in the safe zone so no other player can steal his treasure and his points will accumulate. After returning to his own harbour peter sets sail to attack another ship and steel the other player’s treasure. When he reaches the same square where the other players ship is located, he presses “ready to attack” Because he has a low ship combat value, he losses the fight, so his opponent takes two crew cards and Peter has no treasure left.

## Use cases

Use case for Players:

1. Logging in

When a player wishes to play the Buccaneer online board game, he asked to enter his name. The player will then enter the user ID he wants to use during the name.

1. Start the Game

The players will be able to start the game as soon as they have all entered their in-game names.

1. View Rule Book

They players will be able to click on the Rules button in order to see what each component of the table is and what rules are they to follow.

1. Sail

When it is the players turn, he can sail the number of boxes that the value of his crew cards gives when added together.

1. Draw from a chance card

If the player has sailed to Treasure Island, there he will be able to draw on the chance card, where he will be randomly given one of three: 1) two crew cards from the Pirate Island, 2) Treasure worth six points from Treasure Island and a reduction of his crew card to eleven points by placing them in the Pirates Island, 3) Peters best pirates will desert the ship and go to pirates Island.

1. Trade

If a player has Treasure or crew cards on his ship, he can sail towards one of the six harbours that is not the players own harbour. There he can exchange the treasure or the crew cards from his ship of equal value with the one’s in the harbour.

1. Place treasure or/and crew cards on own harbour

If a player has obtained three identical treasures he may sail back to his own harbour and place the three treasures in the safe zone where no other player can steal the treasure. The player may also leave other treasure in his harbour in hopes that other players might trade, and he might get the treasure necessary to earn more points by placing the treasure in the safe zone. He could also leave crew cards to get new ones which may increase how many squares his ship can move.

1. Attack

If a player can reach another player ships same square, he can select “Ready to attack” and engage in combat, with the winner being the player with the highest combat value. The losing player must give away all his treasure on the ship or two crew cards.

1. Flat Island interaction

When a player sale next to the coast of the Flat island they will be given any treasure there (if there is space in the players ship, in the case of there being only space for one treasure the player is given the treasure with most points).

1. Pirate Island Interaction

When a player goes to Treasure Island and draws the chance card, depending on what the player gets. The player will have to take two crew cards or reduce the crew cards to 11 points by taking the players own cards and placing them in the Pirate Island after being prompted.

1. Exit or restart

When the game is finished the users will be prompted to select either exit the game or restart the game and play again.

## Error conditions

* Unrecognisable characters. When logging in some characters like (~# [] {}; =+-\_`¬) may not be recognised or will not be accepted as characters for a player’s name. The error that will pop up will say “The characters: (~# [] {}; =+-\_`¬, etc.) cannot be used for the players in game name”.
* Another error that may occur when logging in is when multiple players want to use the same in game name, the error displayed will say “In game name already in use, please another one”. Then, the player would be redirected to the logging page again and asked to enter their in-game name.
* When Sailing if a player tries to sail further than his crew cards allow, the square where he is trying to sail to may change colour to read or an error can be displayed notifying the player that he cannot move to that square.
* If a player draws for the treasure island’s chance card, the player might find that there is no treasure in the island, or crew cards in the pirate island, or that the player does not have 11 points of crew cards. All these scenarios can be solved by firstly announcing each scenario and informing the player that the drawing of the chance card will not be possible.
* When trading, players might try and trade treasure or crew cards of unequal value, in those cases there will be an error warning reminding the player to trade treasure or crew cards of equal value.
* When a player wishes to place treasure in their safe zone, they might try place the wrong treasure. In these cases, an error warning would pop up, like: “Error: this treasure could not be placed in the safe zone because you do not possess three of the same treasure”, to inform the player and the redirect him to trying to place another treasure.
* When a player gets to flat island and the player has no space in the ship, they will be prompted with an error message saying, “Turn back and be weary of pirates!”.
* If there are not enough cards available in the pirate island the player will be informed with an error message saying, “The pirates have all found a crew”.
* If a player inputs the wrong controls the game will recognise it and inform the flayer of the controls with a small pop-up window.

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy, B.P. Tiddeman. SE.QA.03. 1.8 Release

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DOCUMENT HISTORY

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