

Requirements

ID: 01

Title: New Game

Precondition:

The app is running and user is viewing the main menu.

Postcondition:

The app is running and user has entered a new “game” with the newly created profile set as active.

Rationale:

The user wants to be able to keep track of progress in one or several “games”.

Description:

The user clicks on button “New Game” and is asked to enter information. Based on that information a new profile is created (representing the concept of a “game”) when user clicks button “OK”.

ID: 02

Title: “Load Game”

Precondition:

The app is running and user is viewing the main menu.

Postcondition:

The app is running and user has entered a “game” with the selected profile set as active.

Rationale:

The user wants to be able to return to a “game” previously left.

Description:

The user clicks on button “Load Game” causing a list of saved games to be presented. The user can by clicking on one of the list items select the game the user wants to continue and then hit button “OK” causing the game to be loaded.

ID: 03

Title: Start Race

Precondition:

The app is running and user is viewing the "in game main menu".

Postcondition:

The app is running and has switched from the menu based world to real time graphics race world. The view is centered around the players car which is positioned in the so called "grid". A countdown to start the race is initiated.

Rationale:

The user wants to be able to race!

Description:

The user clicks on button "Start Race", which cause the game to load real time mode.

ID: 04

Title: Main gun shoot

Precondition:

The app is running and a race has been initiated. The main gun is selected as currently operated gun by the user.

Postcondition:

The app is running and user has lost the ammo used by the main gun. Any hit destroyable object has reduced HP.

Rationale:

The user wants to be able to shoot, trying to damage opponents or clear short-cut paths.

Description:

The user hits the button "Fire" causing the main gun to start to fire ammo forward. Any destroyable object gets reduced hp if hit.