Game Use Cases

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| Name | Make Move |
| Participating Actor | Player |
| Entry Condition | A game is ongoing, there are 2 or more adjacent tiles to use |
| Exit Criteria | If the tiles form a valid move, they are removed and replaced  If they do not form a valid move, the system notifies the user of their error |
| Flow of Events | 1) User requests to use 2 or more tiles to make a move  2) Either the move is executed, or SixesWild informs the user that the move is invalid |

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| Name | Reset Board |
| Participating Actor | Player |
| Entry Condition | There is a board to reset, the user has 1 or more “Reset Board” special moves available |
| Exit Criteria | All numbers on the board (except 6's) are randomized to different numbers, moves are incremented by one |
| Flow of Events | 1) User requests to reset the board  2) The board is reset |

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| --- | --- |
| Name | Swap Numbers |
| Participating Actor | Player |
| Entry Condition | Their are two adjacent tiles to swap, the user has 1 or more “Swap numbers” special moves available |
| Exit Criteria | The two numbers are swapped, the “Swap numbers” move is used up |
| Flow of Events | 1) The Player requests to swap two number  2) The two numbers are swapped |

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| Name | Clear Number |
| Participating Actor | Player |
| Entry Condition | There is a number eligible for deletion (eg. 6's in release mode are not eligible), The player has 1 or more “Clear number” Special moves available |
| Exit Criteria | The selected number is removed and replaced |
| Flow of Events | 1) The user requests to clear a number  2) The number is cleared and the board is updated |

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| Name | Restart Level |
| Participating Actor | Player |
| Entry Condition | The player is currently playing a level |
| Exit Criteria | The level is reset, the number of moves mode and score are set to 0 |
| Flow of Events | 1) The player requests to reset the level  2) The level restarts |

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| --- | --- |
| Name | See all accessible levels |
| Participating Actor | Player |
| Entry Condition | The player is at the main menu |
| Exit Criteria | The player is taken to a view where they can see all accessible levels |
| Flow of Events | 1) The player requests to see all accessible levels  2) SixesWild opens a view where the player can see their accessible levels |

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| --- | --- |
| Name | Play accessible level |
| Participating Actor | Player |
| Entry Condition | The player has accessible levels, the player is in a view where they can see all accessible levels |
| Exit Criteria | The player is taken to the chosen level, the level begins |
| Flow of Events | 1) The player requests to play an accessible level  2) The chosen level starts |

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| --- | --- |
| Name | View achievements |
| Participating Actor | Player |
| Entry Condition | Player is at the main menu |
| Exit Criteria | Player has been taken to a view showing all of their achievements |
| Flow of Events | 1) User requests to view their achievements  2) SixesWild opens a view where they can see their achievements |

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| --- | --- |
| Name | Reset achievements |
| Participating Actor | Player |
| Entry Condition | None |
| Exit Criteria | All achievements are set to an “un-achieved” state |
| Flow of Events | 1) User requests to reset their achievements  2) SixesWild resets the user achievements |

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| --- | --- |
| Name | Continue highest level |
| Participating Actor | Player |
| Entry Condition | Player is at the main menu |
| Exit Criteria | The highest level that the player has unlocked has started |
| Flow of Events | 1) User requests to continue with their highest unlocked level  2) The game takes the user to the highest unlocked level, and lets them begin playing |