Name: Playing the game of KROY.

Context: The system is a game called KROY that involves the player having to flood ET fortresses around a fictional version of York. The game is won when all the ET fortresses have been destroyed and lost when the last fire engine has been destroyed by the aliens. The game is to be displayed at open days for the University.

Actors: Perspective students attending the open day. With staff helping at the open day being supporting actors.

Precondition: A perspective student has noticed the game and is interested in playing

Main Success Scenario: The player begins the game and can intuitively work out exactly what needs to be done and how that should be accomplished.

Secondary Scenarios: The perspective student begins playing the game but before the game is over, they leave. The system should after a set time of inactivity automatically change to a demo mode in order to showcase the game to other students walking around the room.

Success Postcondition: The game finishes and returns to the demo mode so that other perspective students can have a turn.