

Use Case Descriptions

Resume:

Primary Actors

Player of the game

Stakeholders and Interest

Players- want to be able to resume the last game that was saved. Players want to be able to pick up where they left the game along with being able to see the board, leaderboard and all options of the game.

Developers – wants the game to resume with the game exactly the same as when the user left it.

Pre Conditions

There is a saved file recorded.

Post Conditions

Players are aware of the updated game board.

The leaderboard is updated accurately to the saved games points.

Players are aware of the next move that is needed to be move(game piece is flipped)

Main Success Scenario

1. The user selects to Resume game.[Alt 1, user selects not to resume game]
2. The system checks if there is a saved game.
3. The system confirms that there is a saved game. [Alt 2, no saved game to resume]
4. The system ask the user to confirm to resume a game or go back to the main menu.
5. The user confirms that they want to resume game.[Alt 3, the user selects to go back to the main menu.]

6. The system displays the setting of the saved game.
7. The system ask if these previous settings are okay.
8. The user confirms that these settings are okay.[Alt 4, the user want to change the previous settings(visual display settings)]
9. The system display the board and leaderboard from the saved game.
10. The user starts a turn.[Alt 5, the user wants to exit or save the game rather then take a turn]

Alternate Flow

Alt 1, The user elects to start a new game, read the rules or to exit the main menu. Use case ends.

Alt 2, There is no saved game to resume, use case ends.

Alt 3, The user selects to go back to the main menu. Use case ends.

Alt 4, The user wants to change the settings of the previous game.(Change the visual options). Use case ends.

Alt 5, The user chooses to exit or save the resumed game.

Exceptions

1. If the system can not retrieve the saved game file, the system informs the user of the problem and returns to the main menu. Use case ends.
2. If at any time the system can not receive a button click from the user, the system informs the user of the problem and closes the system. Use case ends.

Special Requirements

Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired. For example color blindness.

Open Issues

What if there are no saved games, would the option be given to resume a game?

What if the users want to resume a game with a different number of players?

Save Game:

Primary Actors

Player

Stakeholders and Interest

Players – want to be able to save game at anytime. Wants the game to save when they exits the game.

Developer – Wants the system to save the game board and leaderboard. Want the user to easily be able to save a game anytime.

Pre Conditions

The user has already submitted all the setting options.

A game has been started.

Post Conditions

Players are aware that the game is save.

Players are given a option to continue playing after the game saves or to exit the game.

Main Success Scenario

1. The user selects to save the game.[Alt 1, the user elects to do something other than save the game]
2. The system checks if at least one move has been made.
3. The system ask the user if they want to save the game.[Alt 2, no moves have been made.]
4. The user confirms that they want to save the game. [Alt 3, user does not want to save the game.]
5. The system confirms that the game has been saved.
6. The system ask if the user wants to continue playing or exit the game.
7. The user selects to continue the game.[Alt 4, user wants to exit the game]

Alternate Flow

Alt 1, the user elects to take a turn or to exit the game. Use case ends.

Alt 2, No moves have been made since the game has been started. Back to step 1.

Alt 3, the user chooses to not confirm to save game. Back to step 1.

Alt 4, the user selects to exit the game. Use case ends.

Exceptions

1. If at any time the user tries to save the game but the system can not record the data of the game, the system informs the user of the problem and exits. Use case ends.

2. If at any time the system can not receive a button click from the user, the system informs the user of the problem and closes the system. Use case ends.

Special Requirements

Colours and sizes of text fonts used must provide - or be able to provide - for the visually impaired. For example color blindness.

Open Issues

Should users be able to save multiple game files?

Should there be a autosave after every turn?