

Start and reset Timer

Primary Actor

Players of the game

Stakeholders and Interests

Players - Wants to make sure that they have a set amount of time for players to make their move. Players want to ensure that every player gets the same amount of time so that the game is fair and square. Reset option makes sure that other players can start their round.

Developer - Wants the game to be user friendly and interactive

Project members - Make sure that the implementation of the timer works as intended

Pre-conditions

The timer is displaying the countdown time 01:00

Post-conditions

Players are aware of the time left on the timer for their round after starting the timer. They will also be aware of the time allowed for each round once the reset button is clicked.

Main Success Scenario

1. The players start the game after going through game settings. [Alt 1: Players decided to exit the game while on the setup page. Use case ends.]
2. Players are brought to the main game window.
3. Players will be notified who is starting the round [Alt 2: Players choose to save and exit the game. Use case ends.]
4. Player starts the timer and starts their round. [Alt 2: Players choose to save and exit the game. Use case ends.]

5. Timer will start its countdown.
6. System allows the player to start making their moves. [Alt 2: Players choose to save and exit the game. Use case ends.]
7. Timer continues its countdown while the player is making their moves. [Alt 2: Players choose to save and exit the game. Use case ends.] [Alt 3: Player finished their turn before timer ends] [Alt 4: Player resets the timer]
8. Timer gives a warning to the player when it reaches the 10 seconds mark. [Alt 2: Players choose to save and exit the game. Use case ends.] [Alt 3: Players finished their turn before timer ends]
9. Timer ends and notifies the player. [Alt 3: Players finished their turn before timer ends]
10. Players are informed that they have not completed their round.
11. Timer will automatically reset. [Alt 2: Players choose to save and exit the game.]
12. Back to step 3.

Alternate Flow

Alt 1: Players decided to exit the game while on the setup page. Use case ends.

Alt 2: Players choose to save and exit the game. Use case ends.

Alt 3: Players reach the destination chip before the timer ends. Back to step 10.

Alt 4: Players cheatingly reset the timer before the timer ends. Back to step 9.

Exceptions

1. If at any time the program freezes or cease to run, the system will record the time and date of nature, notifies the user of the problem and exits the game. Use case ends
2. If the timer does not continue its countdown, the system will record the time and date of nature, exiting the game. Use case ends.
3. If the timer does not reset, the system will restart the game, back to step 3.

Special Requirement

Color and texts have to be made available for the visually impaired or people with reading disability.

Open Issues

What if the player cannot see the font size of the timer and went over time?

What if the timer gives the player anxiety?