Start and reset Timer

Everything highlighted in new or revised.

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 .
The user created a new game or resumed a previous game.

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 system displays who will be starting this round
2. Player starts the timer and starts their round. [Alt 1 : Players choose to save or exit the game. Use case ends.]
3. The system will start the timer countdown.
4. The system allows the user to start making their moves.

5. The user chooses to move the robots[Alt 1: The user chooses to exit or save the game][Alt 3: user cheatingly resets timer][Alt 4: User asks for a hint]
6. The system continues its countdown while the player is making their moves.
7. The system gives a warning to the player when the timer reaches the 10 seconds mark. [Alt 2: Players finished their turn before timer ends]
8. The user finishes their turn.[Alt 1: Players choose to save or exit the game. Use case ends.] [Alt 3: user cheatingly resets timer]
9. The timer ends and sends message to the player. [Alt 3: Players finished their turn before timer ends] [Alt 2: Players finished their turn before timer ends]
10. The user clears the message. [Alt 1: Players choose to save or exit the game. Use case ends.]
11. The system resets the timer.
12. Back to step 2. [Alt 1: Players choose to save and exit the game.]

Alternate Flow

Alt 1: Players decided to exit the game or save the game. Use case ends.

Alt 2: Players reach the destination chip. Back to step 10.

Alt 3: Players cheatingly reset the timer before the timer ends. Back to step 9.

Alt 4: The user chooses to get a hint. Back to step 5.

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?