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| Use Case ID: | UC\_01 | | |
| Use Case Name: | Start game | | |
| Created By: | Lim Sheng Zhe | Last Updated By: | Lim Sheng Zhe |
| Date Created: | 6/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player starts playing the game |
| Preconditions: | 1. Player must have the game application downloaded 2. Game application must already be opened 3. The computer must have enough memory to run the game 4. Player must be at the game main menu 5. Game must not be running |
| Postconditions: | Game starts running the session |
| Priority: | High |
| Frequency of Use: | 0-10 times per day |
| Flow of Events: | 1. Player launches the game application 2. System display game main menu 3. Player clicked “Start game” button on main menu 4. Game starts running 5. Player plays the game |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | System - Run Game |
| Special Requirements: | - |
| Assumptions: | Player wants to start playing the game |
| Notes and Issues: | - |

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| Use Case ID: | UC\_02 | | |
| Use Case Name: | Play Game | | |
| Created By: | Fabian Wong | Last Updated By: | Fabian Wong |
| Date Created: | 8/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player started a game and starts to control the character with the two available movements - jump and attack. |
| Preconditions: | 1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Player clicked on the Start Game option in the main menu |
| Postconditions: | Player is controlling the character action in the game using the two movement buttons provided |
| Priority: | High |
| Frequency of Use: | 0-10 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked “Start game” button on main menu 4. The game starts to run 5. The player controls the character using the two available movement buttons- Jump and Attack |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | System - Run Game |
| Special Requirements: | - |
| Assumptions: | Player wants to control the character |
| Notes and Issues: | - |

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| Use Case ID: | UC\_03 | | |
| Use Case Name: | Continue Game | | |
| Created By: | Chia Songcheng | Last Updated By: | Chia Songcheng |
| Date Created: | 6/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player selects continue while the game is paused |
| Preconditions: | 1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a paused game session |
| Postconditions: | The game continues after the player clicks the button |
| Priority: | High |
| Frequency of Use: | 0-10 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked “Start game” button on main menu 4. The game starts to run 5. Player pressed the “Pause” button 6. Player selects “Continue” button 7. System directs player back to game UI with previously saved data 8. System continues the game after 3 seconds has elapsed |
| Alternative Flows: | AF-S1: Player selects “Abort” button   1. System prompts player to confirm choice of aborting game 2. Player selects confirm 3. System directs player back to main menu |
| Exceptions: | - |
| Includes: | System – Run Game |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |

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| Use Case ID: | UC\_04 | | |
| Use Case Name: | Pause Game | | |
| Created By: | Chia Songcheng | Last Updated By: | Chia Songcheng |
| Date Created: | 6/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player selects pause while the game is running |
| Preconditions: | 1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a game session |
| Postconditions: | The game is paused after the player clicks the button |
| Priority: | High |
| Frequency of Use: | 0-10 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked “Start game” button on main menu 4. The game starts to run 5. Player pressed the “Pause” button 6. System will save current data    1. System will save game progression    2. System will save hit score 7. System direct player to pause UI 8. Current game session is in paused state |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | 1. System - Stop Game 2. System - Show Main Menu |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |

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| Use Case ID: | UC\_05 | | |
| Use Case Name: | Abort Game | | |
| Created By: | Chew Poshi | Last Updated By: | Chew Poshi |
| Date Created: | 6/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player quits the game while the game is running |
| Preconditions: | 1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a game session |
| Postconditions: | The game session ends, and player is brought back to the main menu |
| Priority: | High |
| Frequency of Use: | 0-10 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked “Start game” button on main menu 4. The game starts to run 5. Player pressed the “Pause” button 6. Player pressed “Quit” button 7. Game application prompts player to confirm intention to quit game 8. Player confirms intention by clicking “Yes” 9. Game application stops the game session and display main menu to player |
| Alternative Flows: | AF-S3: Player selects “No”   1. Game application brings player back to the paused page 2. Player presses “Continue” button to continue the game session |
| Exceptions: | - |
| Includes: | System - Terminate |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |

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| Use Case ID: | UC\_06 | | |
| Use Case Name: | Manage Settings | | |
| Created By: | Fabian Wong | Last Updated By: | Fabian Wong |
| Date Created: | 8/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player selected the Manage Settings option in the main menu. The application will display the settings page for the player to adjust the respective settings |
| Preconditions: | 1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Player must be at game main menu |
| Postconditions: | Player will be able to view the adjustable settings in the game |
| Priority: | Medium |
| Frequency of Use: | 0-7 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked “Manage Settings” button on main menu 4. The application displays the adjustable settings to the player in the settings page |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | System - Show Settings Menu |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |

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| --- | --- | --- | --- |
| Use Case ID: | UC\_07 | | |
| Use Case Name: | View Credits | | |
| Created By: | Fabian Wong | Last Updated By: | Fabian Wong |
| Date Created: | 8/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player selected in the View Credits option in the main menu. The application will display the credits. |
| Preconditions: | 1. Player must have the game application downloaded 2. The computer must have enough memory to run the game |
| Postconditions: | Player will be able to view the credits of the game |
| Priority: | Low |
| Frequency of Use: | 0-5 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. The player selected the “View Credits” option 4. The application displays the credits to the player |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | - |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |

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| --- | --- | --- | --- |
| Use Case ID: | UC\_08 | | |
| Use Case Name: | Exit Game | | |
| Created By: | Fabian Wong | Last Updated By: | Lim Sheng Zhe |
| Date Created: | 8/2/2022 | Date Last Updated: | 9/2/2022 |

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| Actor: | Player |
| Description: | Player selected the Exit game option in the main menu. The application will be closed after the option is selected |
| Preconditions: | 1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Game application must already be opened 4. Player must be at game main menu |
| Postconditions: | 1. Player will be able to close the game application 2. No foreground or background processes of the game application are running |
| Priority: | Medium |
| Frequency of Use: | 0-7 times per day |
| Flow of Events: | 1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. The player selected the “Exit Game” option 4. The application shuts down |
| Alternative Flows: | - |
| Exceptions: | - |
| Includes: | - |
| Special Requirements: | - |
| Assumptions: | - |
| Notes and Issues: | - |