
Global Frog Games

Sir Stanley's Well Rounded Adventure Use-Case 07: Player finished a game (Score Screen for all mini games)

Version 1.1

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Revision History

Date	Version	Description	Author
13/11/19	1.0	Initial Score Screen Writeup	Westen Riley
24/11/19	1.1	Consistency changes to match iteration 1.	Brooke Smith
5/5/20	1.1	Final Edits	Westen Riley

UC-07 Score Screen

Brief Description:

After a Mini-Game is completed the score screen will be displayed to show the player how they did in their last session.

Primary Actor: Player

Level: User

Stakeholders and Interests:

Preconditions: A Mini-Game has been played

Postconditions: The Map Screen will be brought up

Trigger: A Mini-Game has been completed

Main Success Scenario:

1. The Score Screen will display how the player did in the last mini-game by displaying the relevant information.
2. The System checks if the new score is higher than the previous.
3. The new score is recorded as the high score..
4. The player indicates that they are done viewing their score with the “Back to map button”.
5. The Map Screen is displayed by the system.

Extensions:

- 2a. The score is not higher than the previous.
 - 2a1. The score is not recorded as the new highscore.

Priority: High

Secondary Actors: The system, local data

Special Requirements:

Falling food has a special scoring system that requires a different method from the rest of the games because of the multiplier.

Open Issues: N/A