

Sir Stanley's Well Rounded Adventure
Use-Case 12: Player Taps a Map Node on the Map (Sir Stanley's Goalie Defender)

Version 1.0

Global Frog Games

Revision History

Date	Version	Description	Author
16/02/20	1.0	Goalie Defender Mini Game Writeup	Westen/Nick
5/5/20	1.0	Final Edit	Westen

UC-12 Sir Stanley's Goalie Defender

Brief Description:

The Goalie Defender mini-game will be played by dragging the goalie where the player wants to block the ball. If the ball enters the goal a "heart" (out of three) is lost. If the ball misses or goes out of bounds then the balls position is reset. There is a timer counting up from 0 and when all three lives are lost then the game will end.

Primary Actor: Player

Level: User

Stakeholders and Interests:

Preconditions: The tutorial for the Goalie Defender Mini-Game has been completed

Postconditions: The Score Screen will be brought up

Trigger: The player taps the "continue" arrow/button on the previous tutorial screen.

Main Success Scenario:

1. A timer will count down from 3 seconds
2. The system starts the game (The user must drag the goalie in the side to side direction in which they wish to move the goalie to "block" the incoming ball).
3. The player plays the game (By dragging on the screen where they want the soccer ball to be kicked attempting to put the ball in the goal)
4. When the AI player scores three times against the player; the game ends.
5. The Score Screen is brought up.

Extensions:

Priority: High

Secondary Actors: The system, local data

Special Requirements:

Open Issues: