
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Use-Case 02: Player Taps Play (Map Screen)**

Version 1.4

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Revision History

Date	Version	Description	Author
13/10/19	1.0	Initial writeup.	Brooke Smith
25/10/19	1.1	Corrections	Brooke Smith
27/10/19	1.2	Correction in MSS, resolved comment	Nick Bonavia
24/11/19	1.3	Checking consistency and final corrections for iteration 1	Brooke Smith
5/5/20	1.4	Updated map interactions	Nick Bonavia

UC02 Map

Brief Description:

This use case describes how the user will interact with the map screen.

Primary Actor: Player

Level: User

Stakeholders and Interests: Player, Professor Davis, Sir Stanley Matthews Coaching Foundation

Preconditions: None

Postconditions: None

Trigger: When a player taps “play” on the title screen

Main Success Scenario:

1. The player selects play at the Title Screen.
2. The system displays a map showing different nodes/locations. Some locations will have a button that can be tapped.
3. The player taps one of the nodes.
4. The system displays the the player’s highscore, the minigame’s name, option to play, and option to close popup.
5. Player selects option to play game
6. The system loads the Tutorial and minigame

Extensions:

- 3A1. The player taps the “Back to Title” button..
 4. The system displays the title screen.
- 5.A.1 The Player selects back option
- 5.A.2 The system closes the popup

Priority:High

Secondary Actors: The system, local data (how the game is saved)

Special Requirements:

The player must have enough space available to download the game.

Open Issues: