Sir Stanley's Well Rounded Adventure
Use-Case 03: Player clicks play of map node (Tutorial Screen)

Version 1.2

Revision History

Date	Version	Description	Author
13/10/19	1.0	Initial use case requirements	Shane Mitchell
27/10/19	1.1	Updated the stakeholders/interests, special requirements, and UC ID	Nick Bonavia
5/5/20	1.2	Updated Tutorial, since we reworked it	Nick Bonavia

UC03 Tutorial

Brief Description:

The tutorial will take the user through the basic mechanics of the game. This will teach them how to navigate through the app and how to play the game/mini-games.

Primary Actor: Player

Level: User

Stakeholders and Interests: Prof Davis (client), Sir Stanley Mathews Coaching foundation, Developers, Players

Preconditions: The user selects a location on the map

Postconditions: The user is taken to a mini game

Trigger: A mini game is selected on the map screen

Main Success Scenario:

1. The user is taken to a minigame scene with a dialog box text at the bottom.
2. System displays an explanation of the mini game to come.
3. The user can tap on the "next" button to read the next set of sentences describing more of the game
4. At the end of the dialog the user can hit the finish button and the system will display the mini-game.

Extensions: N/A

Priority: Medium

Secondary Actors: The system, local data (how the game saves progress)

Special Requirements:

The tutorial must teach the game mechanics for each minigame provided in the application.

Open Issues: N/A