Sir Stanley's Well Rounded Adventure
Use-Case 09: Achievements Button Pressed

Version 1.1

Revision History

Date	Version	Description	Author
3/10/20	1.0	initial collection button pressed	David Rasberry
5/5/20	1.1	Final revisions	Sellars Levy

UC-09 Collection Screen

Brief Description:

> After the achievements button is pressed, the game will transition scenes into the achievements scene.

Primary Actor: Player

Level: User

Stakeholders and Interests: Player

Preconditions: At the title screen

Postconditions: The player is directed to the page displaying the achievement data

Trigger: The achievement button is pressed.

Main Success Scenario:

1. The achievement button is pressed
2. The scene changes to achievement screen
3. The achievements are displayed on the screen
4. The player presses the button of the desired achievement
5. A window appears and displays the achievement description on the screen
6. The player taps 'Close' and closes the window
7. The player taps the back button
8. The system returns to the title screen

Extensions:

Priority: High

Secondary Actors: The system

Special Requirements: N/A

Open Issues: N/A