
Global Frog Games

Sir Stanley's Well Rounded Adventure **Use-Case 11: Player Taps Map Node (Category Game)**

Version 1.2

Global Frog Games

Revision History

Date	Version	Description	Author
13/10/19	1.0	Initial writeup.	Brooke Smith
5/5/20	1.1	Removed if statement in scenario and blue text	Nick Bonavia
5/5/20	1.2	Modified and finalized documentation	Sellars Levy

['UC13 Category Game']

Brief Description:

This use case describes how the user will interact in the “Color Categories” mini game. In this mini-game, the player will be presented a blacked out picture of a fruit or vegetable by the system and will tap the correct classification by tapping the color button that matches the color of the food being displayed.

Primary Actor: Player

Level: User Goal

Stakeholders and Interests: Player

Preconditions: The player selected this game in the map screen and clicked the “continue” arrow in the tutorial screen.

Postconditions: The player’s score will be recorded locally if the score was higher than the previous highest score

Trigger: The player tapped the “continue” arrow/button in the tutorial screen

Main Success Scenario:

1. The player taps the screen that is displaying the tutorial to indicate that they want to start the game.
2. The system will display a brief (3 second) countdown until the game starts.
3. After the countdown, the system will start the game (pictures of fruits or vegetables are displayed on the screen, as well as four colored buttons; red, green, yellow, orange). The system will also begin a countdown at the start of each question, displaying the remaining time left for the player to play the game.
4. The player plays the game (by selecting a color button).
5. The system confirms if the player matched the correct color with the picture and adjusts score appropriately.
6. When the timer runs out, the system stops the game.
7. The system displays the player's score and the player's previous high score.
8. The system confirms that the player’s new score is higher than the previous higher score, then records the new score locally.
9. The player taps the “Back to Map” button when they are ready to exit the game.
10. The system displays the map screen.

Extensions:

- 8A1. The system confirms that the player’s new score is less than the previous high score.
9. The player taps the screen when they are ready to proceed.
 10. The system displays the map screen.

Priority:

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

Special Requirements:

The player must have enough local space for the game to be played.

Global Frog Games

Open Issues: