

User Scenarios

Use Case 1

- **Actor**
 - User of the system.
 - Male.
 - Age 20.
 - 2nd year student.
- **Purpose**
 - To set up a game between him and his friend on one computer.
- **Pre-conditions**
 - Computer provided by university.
 - Software for the system is pre-installed on computer.
 - Mouse and keyboard provided.
- **Post-conditions**
 - To have successfully navigated the menu to the start of a 2-player game.
- **Main Success Scenario**
 - Takes a seat with his friend around one of the desktops in the department.
 - He proceeds to click the desktop shortcut to execute the game.
 - The user is then greeted with a menu containing buttons for: "Start game", "Exit game", "Options".
 - He proceeds to click the "Start game" button which takes him to an intermediate setup menu for initialising the game.
 - Options in this menu such as: "How many players", "Turn time limit?" etc... are presented to the user in this intermediate setup menu.
 - After the user is satisfied with his customisation of the list of options that was presented to him he then enters the game by clicking the "Next/Start game" button at the corner of the screen.
- **Alternative Course of Interaction**
 - While in the intermediate setup menu the user gets a phone call.
 - He decides to completely exit the game as he doesn't want to leave the system open while he is away.
 - He proceeds to click the "Back" button which takes him to the initial menu screen he was previously.
 - From there he sees the "Exit game" button which he clicks to completely close the system.
- **Assumptions**
 - The user can read English.
 - The user has used a windows computer before.

Use Case 2

- **Actor**
 - User of the system.
 - Female.
 - Age 18.
 - Prospective student.
- **Purpose**
 - To continue a game that has been previously saved.
- **Pre-conditions**
 - Computer provided by university.
 - Software for the system is pre-installed on computer.
 - Mouse and keyboard provided.
 - The user has already played the game and wants to re-open a save slot.
- **Post-conditions**
 - The user has successfully re-opened their previous game and can pick up from where they left off.
- **Main Success Scenario**
 - The user starts the game bringing her to the familiar menu screen. She clicks the “Start game” button and is taken to the intermediary setup screen.
 - Here she has two options: “New game”, “Saved games”. She clicks the saved games button to locate her saved game.
 - She sees her previous saved game and opens it. Now she can continue playing from where she left off.
- **Alternative Course of Interaction**
 - The user starts up the wrong saved game
 - They exit the game by pressing “esc” and then “Quit” not overwriting the save.
 - She then presses “Start game” and selects “Saved games” where she proceeds to click on the correct save file.
- **Assumptions**
 - The user can read English
 - The user has used a windows computer before
 - The user has played the game before