Player

Client

**Use Cases**

1. SignOn
   1. Preconditions: Given a Layered architecture, both databases will accept player information by querying. The databases must be working to accept account information.
   2. Main flow of events:Sign On Screen Appears and prompts user for their information or asks for them to create new account.
   3. Post condition: Player Enter Username and Password and becomes signed in and is brought to the main menu. Player brought to Created New Account screen.
   4. Exceptional flow of events: Username or Password not valid error message. Database not Connected error message. Invalid potential username error message.

2.) Start Game

a.) Precondition: N/A

b.) Main flow of events: The instructional screen is displayed, and informs the player

of the mechanics of the game and how to play.

c.) Post Condition: When the player clicks on the confirm button, the player is then

brought to the choose level screen.

d.) Exceptional flow of events: If the player decides to click on the confirm button

before choosing a color of a buggie, then an error message will appear in the

middle of the screen informing the player that he did not select a buggie.

3) Choose Difficulty

1. Preconditions: After Player Click on Start Game, Choose Difficulty Screen appears. Player ask to Choose Options of Difficulties.
2. Main Flow of events: Player Choose one Difficulty.
3. Post Condition: After Player Choose Difficulty, Game accept player’s request. Player Play on difficulty Level that player have chosen
4. Exceptional Flow of Events: Player Does not Choose Difficulty Error message.

4)View Stats

1. Precondition: Player is signed in and is on the main menu. Database is connected to the client and ready to be queried.
2. Main Flow of events: Player will click on the view stats button on the main menu. The client will bring them to the stats screen and it will query for the players stats stored in the database. It will also query for the top scores of all time from all players and display it.
3. Exceptional flow of events: Player is not connected to the internet so it will only query the local database. Other stats will appear as N/A.
4. Post Condition: User is left at the stats screen and has the option of clicking the back button to leave.

5) View Option:

1. Precondition: On main Screen, there is View Option Button.
2. Main Flow of events: Player will Click on View Option button. Client will bring player on View option Screen.
3. Post Condition: View Option Screen Appears After Player click on View Option Button. Player Can also Go back to main Menu Screen.
4. Exception Flow of Events: N/A

6a) **Choose Single Player Mode**

a) Precondition: Player is on the main menu screen. Player

logged into their account.

b) Main Flow of events: The player chooses play game option from the main menu

screen. They are then brought to the choice of car screen and have the option to

choose a buggy or campus police. They will then click on the one they want and

click on confirm confirm to advance to the next screen.

c) Post Condition:

d) Exceptional flow of events: The player changes their mind and clicks on the go

back button. This will undo their last action.

d) Postcondition: The player is brought to the choose the level screen and the game

is set to the mode that the player wanted.

**6b.)Choose Multiplayer Mode**

a.) Precondition: Player had already logged into his/her account. And clicked on the

multiplayer selection on the main menu. Local Player and foreign player must

both be connected online.The server and databases must be running.

b.) Main flow of events: The player is directed to the multiplayer screen where it

shows a list of all the players that are currently online at the moment. The local

player can use the search bar to search for a specific foreign player. When the local player clicks on the send invite button,the local player is then asked who

he/she wants to be; the buggie or the cop. Then the local player gets to choose

what level he/she wants to play in. Once the local player confirms his/her

choice of level, a invite confirmation screen is displayed and the invite is sent to

the foreign player. On the other end, the foreign player receives a popup

message asking the foreign player to either accept or decline the invitation.

c.) Postcondition: After the foreign player has accepted the invite, specific

instructional screens are displayed to both the local player and the foreign

players. A get ready screen is displayed to both the local player and the foreign

player. Finally, the game is initiated.

d.) Exceptional flow of events: Player loses connection and an error message shows

up saying lost connection. The client then brings the player back to the main

menu.

e.) Exceptional flow of events: If a player decides to send an invite without having

selected on a foreign player, nothing will happen.

f.) Exceptional flow of events: If the foreign player clicks on decline on his/her

invitation popup message, the online connection between the local player and the

foreign player will drop and the local player will be sent back to the multiplayer

screen.

7.) Choose Level:

a.) Precondition: The player must have gone through the choose your buggie

screen and clicked on the confirm button. If the player have created his/her

profile for the first time, then all levels except the first will be locked and not

selectable. If the player has gone through the first level, then the player will be

able to select all other levels.

b.) Main flow of events: The player is presented with several level blocks that the

player can choose from. Each one is represented by a number. The difficulty of a

level is determined by its number. The higher the number, the more difficult it

gets.

c.) Exceptional flow of events: N/A

8) Logout:

1. Precondition: Player Choose to Logout of Game’s Database. Database is Initialized.
2. Main Flow of Event: Player Choose to Log out. Player click On logout button.
3. Postcondition: After player Click On Logout button, Game will bring player to the login screen.
4. Exceptional flow of events: Database is taking much longer time to logout. Response time is slow.

9) End Game:

a.) Precondition: The player would have to have crashed into a one hit kill

obstacle, or a fully damaged buggie.

b.) Main flow of events: The game over screen is presented to the player

signaling that the player has lost the game.

c.) Postcondition: The player is directed back to the main menu.

c.) Exceptional flow of events: N/A

10) View Instructions:

1. Precondition: Before Player begin his/her game, Player have a option to view instruction. Instruction screen include how to play game, what are the rules of the game.
2. Main Flow of Event: If player have decided to View instructions of the game, player must click on View instruction button. Instruction Screen Appears before get ready Screen.
3. Postcondition: After Player Click on Instruction button, Game will bring Separate Screen for instruction.Player Can See instruction and rules.
4. Exceptional flow of events: N/A