Sir Stanley's Well Rounded Adventure
Use-Case 06: Player Taps the Goal on the Map (Sir Stanley's Goalie Shootout)

Version 1.2

Revision History

Date	Version	Description	Author
13/10/19	1.0	Soccer Mini Game Writeup	David Rasberry
13/11/19	1.1	Updating aspects of the Soccer Mini-Game	Westen Riley
11/24/19	1.2	Change consistency to match iteration 1.	Brooke Smith
5/5/20	1.2	Final Edits	Westen Riley

UC-06 Sir Stanley's Goalie Shootout

Brief Description:

The Soccer Mini-Game will be played by tapping on the screen where the player wants the ball to be "Kicked". If The ball enters the goal the score goes up. If the ball misses or goes out of bounds then the balls position is reset. The player will have 30 seconds to score as many goals as they can.

Primary Actor: Player

Level: User

Stakeholders and Interests:

Preconditions: The tutorial for the Sir Stanley's Goalie Shootout

Postconditions: The Score Screen will be brought up

Trigger: The player taps the "continue" button on the previous tutorial screen.

Main Success Scenario:

1. A 3 second timer will count down to start the game

2. Once the game is started a 30 second timer will start a countdown.

3. The player plays the game (By tapping on the screen where they want the soccer ball to be kicked attempting to put the ball in the goal)

4. When the timer runs out, the system stops the game.

5. The Score Screen is displayed by the system.

Extensions:

Priority: High

Secondary Actors: The system, local data

Special Requirements: N/A

Open Issues: N/A