
Global Frog Games

Sir Stanley's Well Rounded Adventure Use-Case 04: Falling Foods

Version 1.4

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Revision History

Date	Version	Description	Author
12/10/19	1.0	Initial writeup	Brooke Smith
27/10/19	1.1	Corrections.	Brooke Smith
27/10/19	1.2	Updated language in trigger and precondition	Nick Bonavia
24/11/19	1.3	Checking and changing to be consistent with iteration 1.	Brooke Smith
5/5/20	1.4	Final changes	Brooke Smith

UC04 Falling Foods

Brief Description:

This use case describes how the user will interact in Falling Foods, the mini game. Falling Foods involves various food items that fall from the top of the screen. The player must catch the food and attempt to make a balanced meal.

Primary Actor: Player

Level: User

Stakeholders and Interests: The players who are learning about nutrition through the game.

Preconditions: The player selected this game in the map screen and completed 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 indicates completion of the previous tutorial

Main Success Scenario:

1. The player taps the level button for Falling Foods: Level 1 on the map screen.
2. The system displays the pre-mini-game screen.
3. The player taps the play button.
4. The system displays the tutorial and starts the minigame music.
5. The play taps the next/play button.
6. The system will start a countdown before starting the game. When the game starts, food items will start falling from the top of the screen. The system will also begin a countdown for the remaining time left for the player to play the game.
7. The player plays the game by tapping in the direction that they would like the basket to move and catches a food item.
8. The system responds by tracking what items the player caught and displays it on the screen. The system also plays a sound when the player catches an item.
9. When the timer runs out, the system stops the game and transitions to the next scene.
10. The system displays the player's score and the amount of stars they receive corresponding to their score.
11. The system confirms that the player's new score is higher than the previous higher score, then sends new score data to local data. The system also tracks any achievements that the player may have completed.
12. The player taps the "back to map" button when they are ready to proceed.
13. The system displays the map screen.

Extensions:

- 1a. The player taps the level button for Falling Foods: Level 2 on the map screen.
 2. The system displays the pre-mini-game screen.
 3. The player taps the play button.

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4. The system displays the tutorial and starts the minigame music.
 5. The player taps the next/play button.
 6. The system will start a countdown before starting the game. When the game starts, food items will start falling from the top of the screen. The system will also begin a countdown for the remaining time left for the player to play the game.
 7. The player plays the game by tapping in the direction that they would like the basket to move and catches a food item.
 - 8a. The system responds by tracking what items the player caught and displays it on the screen. The system will also confirm that the player has caught a balanced meal and will display/apply the multiplier. The system also plays a sound when the player catches an item.
 9. When the timer runs out, the system stops the game and transitions to the next scene.
 10. The system displays the player's score and the amount of stars they receive corresponding to their score.
 11. The system confirms that the player's new score is higher than the previous higher score, then sends new score data to local data. The system also tracks any achievements that the player may have completed.
 12. The player taps the "back to map" button when they are ready to proceed.
 13. The system displays the map screen.
- 8b. The system confirms that the player has not caught a balanced meal yet. No multiplier is applied.
- 7a. The player misses the food item.
8. The system does not record that item as caught by the player.
- 11a.: The system confirms that the player's new score is lower than the previous score (future iteration).

Priority: High

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.

Open Issues: N/A