Sir Stanley's Well Rounded Adventure
Use-Case 05: Player Taps Market (Stan's Snacks)

Version 1.3

Revision History

Date	Version	Description	Author
13/10/19	1.0	Initial writeup.	Brooke Smith
27/10/19	1.1	Corrections from peer reviews.	Brooke Smith
26/11/19	1.2	Changes to be consistent with iteration 1.	Brooke Smith
05/05/20	1.3	Cleaning up formatting and finalizing information.	Shane Mitchell

UC05 Stan's Snacks

Brief Description:

This use case describes how the user will interact in the "Stan's Snacks" mini game. In Level 1 of this mini-game, the player will be presented a picture of a fruit or vegetable by the system and will tap the correct classification by tapping the word that matches the food group of the item. In the second level of this mini-game, the player will be presented with pictures of various foods and will tap the correct classification of the food corresponding to the macronutrient which is highest in the displayed food.

Primary Actor: Player

Level: User Goal

Stakeholders and Interests: Player

Preconditions: The player selected this game from the winter map scene and clicked through the tips in the tutorial popup.

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

Trigger: The player tapped the final "next" arrow/button in the tutorial popup.

Main Success Scenario:

1. The player taps the level button for Stan's Snacks: Level 1 from the map screen
2. The system displays the pre-mini-game screen.
3. The user taps the play button.
4. The system displays the tutorial popup and begins playing the music for Stan's Snacks.
5. The user presses the "play/next" button to begin the game.
6. The system will start the game (pictures of fruits or vegetables are displayed on the screen, as well as two buttons that say the words "fruit" and "vegetable"). The system will also begin a countdown at the start of each question, displaying the remaining time left for the player to answer the question.
7. The player selects their answer by pressing either the "fruit" or "vegetable" buttons. The system confirms that the player's choice was the correct choice corresponding to the displayed picture, and adds a point to their score.
8. The system displays the player's score and the player's previous high score once the player finishes all of the questions.
9. The system confirms that the player's new score is higher than the previous higher score, then records the new score locally.
10. The player taps the "Back to Map" button when they are ready to exit the game and return to the map screen.
11. The system displays the map screen.

Extensions:

1a. The player taps the level button for Stan's Snacks: Level 2 from the map screen

  2. The system displays the pre-mini-game screen.

  3. The user taps the play button.

  4. The system displays the tutorial popup and begins playing the music for Stan's Snacks.

  5. The user presses the "play/next" button to begin the game.

6. The system will start the game (pictures of various foods are displayed on the screen, as well as three buttons that say the words "carb", "protein", and "fat"). The system will also begin a countdown at the start of each question, displaying the remaining time left for the player to answer the question.

7. The player selects their answer by pressing either the "carb", "protein", or "fat" buttons. The system confirms that the player's choice was the correct choice corresponding to the displayed picture, and adds a point to their score.

8. The system displays the player's score and the player's previous high score once the player finishes all of the questions.

9. The system confirms that the player's new score is higher than the previous higher score, then records the new score locally.

10. The player taps the "Back to Map" button when they are ready to exit the game and return to the map screen.

11. The system displays the map screen.

Priority: High

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

Special Requirements:

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

Open Issues: N/A