

**Sir Stanley's Well Rounded Adventure
Use-Case 10: Tips Button Pressed**

Version 1.0

Revision History

Date	Version	Description	Author
3/10/20	1.0	initial tips button pressed	David Rasberry

[UC-10 Tips Screen]

Brief Description:

After the tips button is pressed, the game will transition scenes into the tips scene.

Primary Actor: Player

Level: User

Stakeholders and Interests:

Preconditions: At the main menu

Postconditions: The player is directed to the page displaying the tips data

Trigger: The tips button is pressed.

Main Success Scenario:

1. The tips button is pressed
2. The scene changes to tips screen
3. The tips screen appears
4. The player presses the button of the desired tip
5. The player is directed to a new scene with selected tip

Extensions: N/A

Priority: High

Secondary Actors: The system

Special Requirements: N/A

Open Issues: N/A