
CognitV Solutions

VR Game Use Cases

Version 5.0

CognitV Solutions VR Game	Version: 6.0
Use Cases	Date: 04/12/2024

Revision History

Date	Version	Description	Author
10/01/2023	1.0	Initial pass	Anna, Ofuchi, Madi, Eric, David
10/8/2023	2.0	Going back through and fortifying use cases	Anna, Ofuchi, Madi, Eric, David
10/15/2023	3.0	Adding information and use cases about the Web Companion App	Anna, Ofuchi, Madi, Eric, David
01/16/2024	4.0	Revising/editing based on updated requirements	Anna
03/27/2024	5.0	Editing and updating Use Cases. Making suggestions on others.	Ofuchi
04/12/2024	6.0	Cleaning up Use Cases and making corrections	Ofuchi

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Use Cases

Use Case List

Primary Actor	Use Cases
Player	UC 1: Player talks to Avatar UC 2: Player gives speech UC 3: System disagrees with Player

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Use Case 1: Talk to NPC

UC ID and Name:	UC-1: Player Talks to Avatar																	
Created By:	Eric Guyette	Date Created:	10-01-2023															
Primary Actor:	Player	Secondary Actors:	System															
Trigger:	The Player interacts with the NPC.																	
Description:	The Player wants to talk to the System so they can progress in the level.																	
Preconditions:	PRE-1. Player is in the professional setting level.																	
Postconditions:	POST-1. System advances to the next phase of the game.																	
Main Success Scenario:	<ol style="list-style-type: none"> 1. The Player walks up to the System and interacts with it. 2. The Player speaks to the System. 3. The System notifies the Player that the meeting is about to start 4. Use Case Ends 																	
Extensions:	2a. Player does not speak to the System 2a1. The Player interacts again with the System to progress 2a2. The flow continues to step 3 of the main flow. 2a3. Extension ends.																	
Priority:	High																	
Frequency of Use:	Player has an average of 1 usage per level																	
Business Rules:	Unknown																	
Associated Information:	Details: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Property name</th> <th style="text-align: left;">Data type</th> <th style="text-align: left;">Purpose</th> </tr> </thead> <tbody> <tr> <td>Interact Text</td> <td>TextMeshProUGUI</td> <td>UI Text changes when Player interacts with NPC in order to mimic a conversation</td> </tr> <tr> <td>Player Interaction Done</td> <td>Boolean</td> <td>Marks the Player interaction quest as complete</td> </tr> <tr> <td>Interaction Stage</td> <td>Integer</td> <td>Tells the script which text to display based on how many times the Player has interacted with the NPC during the conversation.</td> </tr> <tr> <td>Interaction Mode</td> <td>Integer</td> <td>Tells the script whether to execute the Player interaction or the NPC interaction</td> </tr> </tbody> </table>			Property name	Data type	Purpose	Interact Text	TextMeshProUGUI	UI Text changes when Player interacts with NPC in order to mimic a conversation	Player Interaction Done	Boolean	Marks the Player interaction quest as complete	Interaction Stage	Integer	Tells the script which text to display based on how many times the Player has interacted with the NPC during the conversation.	Interaction Mode	Integer	Tells the script whether to execute the Player interaction or the NPC interaction
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Interaction Mode	Integer	Tells the script whether to execute the Player interaction or the NPC interaction																
Related Use Cases	<u>UC 3</u>																	
Assumptions:	The Player will introduce themselves when prompted by the System then interact when they are done.																	
Open Issues:																		

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Use Case 2: Player Gives Speech

UC ID and Name:	UC-2: Give Speech		
Created By:	Anna Jacobson	Date Created:	10-01-2023
Primary Actor:	Player	Secondary Actors:	System
Trigger:	The Player interacts with an object that indicates they are ready to begin the speech.		
Description:	The Player will need to give a speech to an audience so they can advance in the game.		
Preconditions:	PRE-1. The Player is currently playing the professional setting level and has interacted with an NPC.		
Postconditions:	POST-1. The System marks the speech task as complete and advances the game to the next phase.		
Main Success Scenario:	<ol style="list-style-type: none"> 1. When the Player is ready, they interact with an object that indicates they are starting their speech. 2. System starts the speech time and locks Player in place, and NPCs turn towards the Player to watch. 3. When the Player is finished with their speech, they indicate that they have finished. 4. System stops the speech timer. 5. System frees the Player to complete the rest of their tasks. 6. Use case ends 		
Extensions:	<p>6a. Player hits the end speech trigger before the minimum time requirement</p> <ol style="list-style-type: none"> 6a1. The Player's time is stored in the System 6a2. System verifies that the time is less than the minimum time requirement 6a3. System encourages the Player to keep talking and starts the timer again. 6a4. If the Player does not continue or hits the end speech trigger again, the System will stop the timer and store the time. 6a5. System verifies the time is less than the minimum time requirement again 6a6. System deducts points from progress stats according to how short of time Player was 6a7. System frees the Player to complete the rest of their tasks. 6a8. Extension ends. <p>6b. At higher difficulties: Player does not hit the end speech trigger before the maximum time requirement</p> <ol style="list-style-type: none"> 6b1. System verifies that the maximum time requirement has been met 6b2. System cuts the player off 6b3. System deducts points from progress stats for not finishing speech in time. 6b4. System frees the Player to complete the rest of their tasks. 6b5. Extension ends. <p>6c. At lower difficulties: Player does not hit the end speech trigger before maximum time requirement and is not still speaking (in limbo)</p> <ol style="list-style-type: none"> 6c1. System verifies that the maximum time requirement has been met 6c2. System verifies that the Player is not still speaking 6c3. System stops the speech timer 6c4. System deducts points from progress stats for not properly concluding the speech. 6c5. System frees Player to complete the rest of their tasks. 6c6. Extension ends. 		
Priority:	High		
Frequency of Use:	Average of 1 usage per level		
Business Rules:	Unknown		
Associated	Details:		

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Information:	Property name	Data type	Purpose
	Timer Text	TextMeshProUGUI	UI text that shows how long the speech timer has been on
	Is On	Boolean	Starts the timer
	Current Time	Float	Counts in seconds and milliseconds how long it has been since the timer was turned on. This is plugged into Timer Text.
	Speech Done	Boolean	Stops the timer and marks the Player's speech quest as complete.
Related Use Cases:	N/A		
Assumptions:	Player will interact with an object and talk for a certain amount of time		
Open Issues:	Locking the Player in place has not yet been implemented. System storing the speech time and scoring progress stats has not yet been implemented.		

Use Case 3: System Disagrees With Player

UC ID and Name:	UC-3: Disagree														
Created By:	Ofuchi Akpom	Date Created:	10-01-2023												
Primary Actor:	Player	Secondary Actors:													
Trigger:	The System walks up to the Player.														
Description:	The System is disagreeing with the Player's sentiments.														
Preconditions:	PRE-1: A situation is presented (HR rolls out new policy).														
Postconditions:	POST-1. System ends the level.														
Main Success Scenario:	<ol style="list-style-type: none"> 1. The System presents a company policy. 2. The System walks up to the Player after the policy is done being presented. 3. The System asks the Player what they think about the policy. 4. The Player shares their sentiments with the System. 5. The System disagrees with the Player. 6. The Player responds to the System. 7. The System responds to the Player then leaves the Player's vicinity. 8. The System moves to the next phase of the game. 9. Use case ends. 														
Extensions:	4a. Player does not respond to System: 4a1. Player has the option to interact and end the conversation and return to step 8 of the normal flow. 4a2. The extension ends.														
Priority:	High														
Frequency of Use:	Average of 1 usage per level														
Business Rules:	Unknown														
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	Interaction Mode	Integer	Tells the script whether to execute the Player interaction or the NPC interaction
	NPC Interaction Done	boolean	Marks the NPC interaction task as complete
Related Use Cases:	UC 1		
Assumptions:	Player finishes their speech		
Open Issues:			

Business Rules

Not available yet