HONDO TECH

faceWho? Requirements Analysis
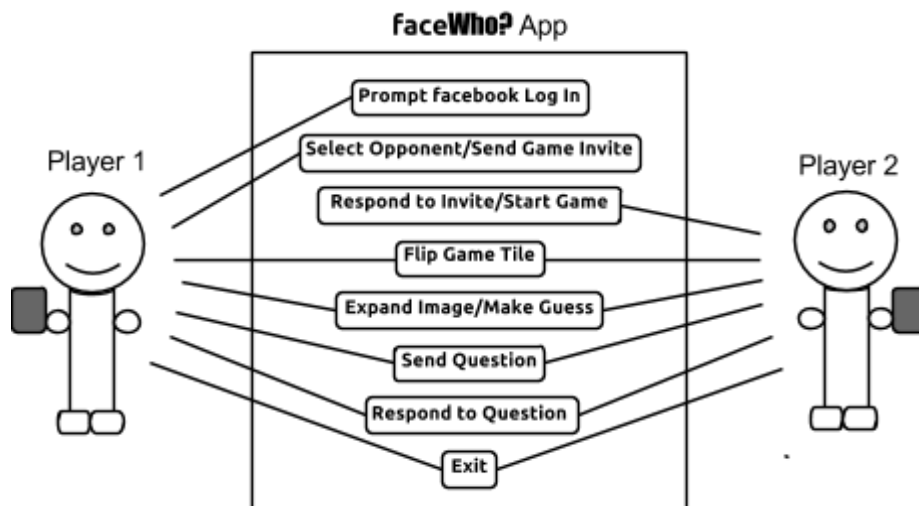
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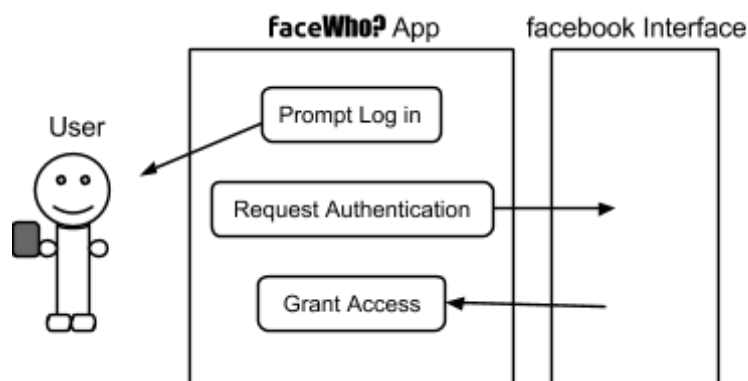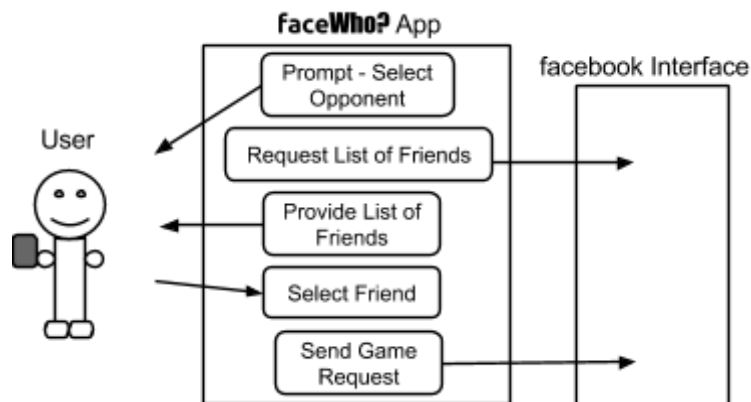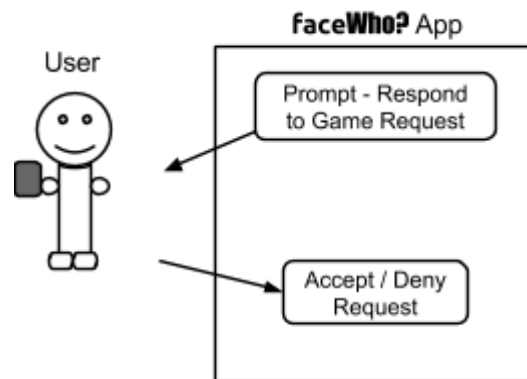| **Use Case: Prompt Facebook Log in** |
|---|
| Priority: **Mandatory** |
| Actors
·   User
·   FaceWho? Application
·   Facebook interface |
| **Description**
This use case describes the events that occur during the log in process after the user has opened the FaceWho? application, and the initial screens have been displayed. These will contain the company logo, application logo, and any other information relevant to the application for the start-up screen. In order to use the application, the user must log into his or her Facebook account. This will allow the retrieval of necessary data to set up a FaceWho? game. |
| **Basic Course of Action**
After opening the application, the user will be asked to log into Facebook by clicking on the "Log in with Facebook" button. The user will be prompted to enter an email address and a password if he or she already has a Facebook account. The user has the option to create a Facebook account through the Facebook interface if one is needed. This process is not within the scope of this use case. After the user has entered a valid email and password combination, the application will display the permission requests pertinent to the use of personal Facebook information. Once this has been accepted, the user will be presented with the next menu. If the user doesn't grant permission to share Facebook information, he or she will not be able to use the FaceWho? application. A valid Facebook account is required to use the application. |
| *Alternative Courses of Action*
During the log in process, the user has the option to allow the application to remember the log in information. This will allow the user to skip the log in screen every time the application is opened. The user will be logged in automatically. |

Use Case: Select Opponent / Send Game Invite
Priority: **Mandatory**
Actors · User · FaceWho? Application · Facebook interface
Description This use case describes the actions that occur when a player searches their friends list for someone to play faceWho? with.
Basic Course of Action Upon starting a game the player will be prompted to select an opponent. Their friends list will be pulled up from Facebook and they can select one friend to send the invitation to. Upon selecting a friend to challenge, the player then clicks the 'send invite' button and a Facebook message is sent to their friend inviting them to play FaceWho?
Alternative Courses of Action While an opponent is being selected, the player has the option to only show friends who have already given FaceWho permission to access their profile and are thus considered to be 'playing' FaceWho?

Use Case: Respond to Invite / Start Game
Priority: **Mandatory**
Actors · User · FaceWho? Application

·   Facebook interface

Description
This use case describes the actions that occur when a person who has previously been sent an invitation to play FaceWho? responds to that invitation.

Basic Course of Action
When the invitation is accepted the Facebook permission status of FaceWho? is checked. If FaceWho? does not currently have permission to access the person's Facebook profile the permissions dialog is brought up. Once it has been determined that FaceWho? has the permission to access the profile of this second player the list of mutual friends with the player who created the game is accessed and the game board is set up. If the number of mutual friends is not sufficient to populate the board it is supplemented with random selections from the default set.

Alternative Courses of Action
If the invitation is declined a message is sent to the person who created the game informing them that their invitation has been declined.

Use Case: Flip Game Tile
Priority: **Mandatory**
Actors ·   User ·   FaceWho? App
Description This use case describes the events that occur when a user flips a game tile during the course of a game. For the description of this use case it is assumed that the user has successfully logged in with a Facebook account, selected an opponent, and started a game.
Basic Course of Action

During the course of a game, the user will need to interact with the tiles at any point in order to keep track of any guesses regarding the mystery person. In order to flip a tile, the user will perform a double tap on the tile. If the tile was displaying the picture of a mystery person, it will no longer show said mystery person's picture, and it will display an 'X'. This 'X' will let the user know that the tile has been flipped. If the tile was displaying an 'X' before being tapped, then it will switch to displaying the mystery person's picture. The mystery persons' pictures will remain attached to the same tile throughout the entire game.

Alternative Courses of Action
The user can perform a single tap on a tile to expand the image. This will be covered in a separate use case.

Use Case: Expand Image/Make Guess

Priority: **Mandatory**

Actors
.   User
·   faceWho? Application

Description
This use case describes the process of expanding the images on the faceWho? board and making a guess of your opponent's tile. These actions are tied together because the user must expand an image in order to make a guess.

Basic Course of Action
The user may expand an image on the board by performing a single tap on the tile. The image will be magnified and placed in the middle of the screen. Beneath the expanded image there will be a button that will allow the user to make the guess. If the user's choice matches the opponent's hidden person, the user wins and the game is over. Both players will be notified and they will be given the opportunity to play again if they want. If the user guesses wrong, their turn is over and control passes to the opponent.

Alternate Course of Action
The user may choose to expand any tile multiple times. If they choose not to make a guess once the tile is expanded, there will be a button to escape the expanded view. Then, they make continue looking at tiles or ask their opponent a question. This will be covered in the next use case.

Use Case: Send Question

Priority: **Mandatory**

Actors .   User ·   faceWho? Application

Description This use case describes the actions that comprise the bulk of the game play. In order for players to be able to flip over tiles and make guesses, they must ask their opponents questions about the appearance or characteristics of the person they are trying to guess.

Basic Course of Action At the bottom of the main screen of the faceWho? application, there will be a button to allow the user to ask a question. When the button is pressed, a dialog box will be expanded and the user has the freedom to type any kind of question into the box. Opponents may only respond with yes or no, but the user is not restricted to asking a certain style of question. The user then sends the message or cancels the dialog. The message is sent to the opponent and play continues.

Alternate Course of Action Instead of asking a question during their turn, the user may choose to make a guess instead. This is covered in the previous use case.

Use Case: Respond to Question

Priority: **Mandatory**

Actors ·   User .   User ·   FaceWho? Application

Description This use case describes what occurs when a user is prompted a question from his/her opponent during a game of FaceWho?

Basic Course of Action First the user is prompted with a question. The question is shown in a dialog box. The user then responds to the question by tapping the green check or the red x-mark next adjacent to the the dialog box. The response is then returned to the user who asked the question.

Alternate Course of Action The user also can use the green check or red x-mark to confirm or deny a guess of

the person. This will be covered in another use case.

faceWho? App

Player 1

Display Question

Responds Y/N

Display Response

Player 2
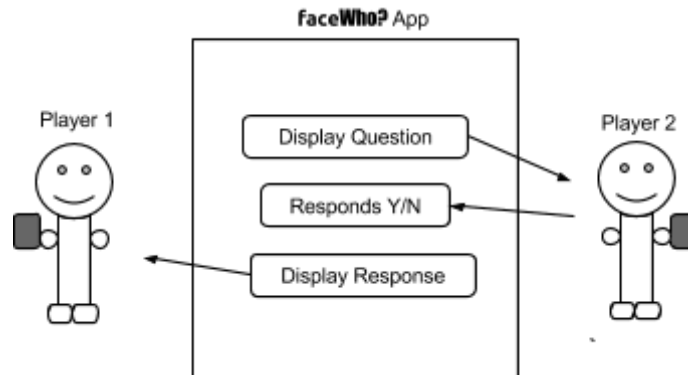
Use Case: Exit
Priority: **Mandatory**
Actors ·   User .   FaceWho? Application
Description This use case describes what occurs when the user chooses to exit the game.
Basic Course of Action The user taps the exit button at the top right hand of the screen. A message pops up asking the user to confirm they want to quit the game. The user chooses either yes or no. If the user selects yes then they are returned to the main menu screen. Otherwise the user is returned to their current game. The game is saved if the user chooses to exit a session of the game.