

Actors:

Game player

Database

client machine

Server

Game Player:

Play the game: The player will want to play the game. He will connect to the server by going to the URL and loading the flash applet. The applet will load automatically and the user will login which then starts the game and enables stat tracking.

Get statistics: The player wants to check his current score or global high scores of all players. The player will be able to see his current score at all times on the screen during a game session. When a session is paused or ended the user will be able to browse his own high scores and the global high scores of all players by using selectable buttons located on the main UI.

Getting onscreen help: The player has never played the game and will want to click a help button which provides some onscreen help on how to play the game.

Database:

Login and Authentication: The game server will query the database during the users login process. The database will check the username and authenticate or create a new user if none is found.

- *Authenticate user if valid name and pass

- *Register if user is new

Provide Stats: The server will query the database for the users all time scores and current statistics. This will occur when a player loads the game or selects to browse the high scores list. The database will also need to save statistics of all players and provide the server with a global high score list.

Client Machine:

Connect to server: The client machine will attempt to connect to the server hosting the game.

Server:

Manage connections for the players: Store the socket keep track of the clients and setup rooms for the users.

Allow communication: Allow the players to chat with one another and potentially allow for p2p connections.

Serve the game: actually serve the game content to the users.

Screen List:

1. Loading
2. Login
3. Main
4. Help
5. High Scores
6. Level Select
7. Single Player Game
8. buy screen
9. Lobby
10. Game Room
11. MP Game

Cole: 1, 5, 9

Chad: 7, 11, 2

Tim: 3, 10, 6

Tas: 4, 8