Cognitive Walkthrough

Scenario 1: I would like to play Risk on Facebook.

The user must log into their Facebook account in order to access the game. The user can search for ‘Risk’ in the Facebook search feature. The game will appear in the search results and the user can access the application by selecting the ‘View Application’ button. Upon clicking this button, the user will then be directed to the ‘Home’ page of the Risk application.

The user can also access the Risk application by adding the application to their profile, and selecting the ‘Risk’ button on their profile. Upon clicking this button, the user will be directed to the ‘Home’ page of the Risk application.

Scenario 2: I would like to invite one of my Facebook friends to play Risk.

The user must be in the Risk application (scenario 1) to invite someone to the application. On the ‘Home’ page of the application, they user can invite friends from this screen by checking the box next to a friend’s name from the available list and clicking the ‘Send Invite’ button. Upon clicking this button, an email invitation will be sent to the friend that was selected. The invitation will provide a link to the application. The user can also click on the ‘Invite My Friends’ tab and invite a friend in the same way.

Scenario 3: I would like to start a game and wait for people to join my game.

In order to initiate a game, the user must click on the ‘Host Game’ tab. Upon clicking this tab, the user will be directed to a page where they will be asked to specify the number of players that they would like in their game. After making this selection, they can click the ‘Submit’ button. Clicking this button will lead the user to the ‘Game board.’ Once enough players join the game, the game will begin (scenario 5).

Once a player has initiated a game, the game will be displayed in the ‘Existing Games’ tab. When there are enough players to start the game, the game will be removed from the list.

Scenario 4: I would like to join a game that has been initiated and needs players.

To join a game that has already been initiated, the user must click the ‘Existing Games’ tab. Clicking this button directs the user to a list of all of the games that have been started but are still looking for players. Each game will list the number of people that will be
playing the game, and the people that have already joined the game. To join a particular
game, the user can click the ‘Join Game’ button next to the game. Upon clicking this
button, the user will be directed to the ‘Game board’ tab. Once enough players have
joined the game, the game will begin (scenario 5).

Scenario 5: I have started a game with another player and am playing the game.

On the ‘Game board,’ the user will be able to view the map on which the game will be
played. Each player’s picture and name will be displayed at the top of the page. Text will
appear on the page indicating which player’s turn it is at that time. This text will be
constantly updated as each player takes their turn. The number of armies that are
available to each player will also be displayed on the screen.

To play the game, the user will select the countries on the map which they would like to
launch an attack from and to. When it is their turn, they will first click on the country that
they wish to attack from, and then the country that they wish to attack to. They will be
able to specify the number of armies that they would like to use in the attack in a text
box. Once they have entered their attack information, they can click the ‘Attack’ button.
At this point, the attack will be performed and the outcome of the attack will be displayed
to the screen. The attacks will continue until all of the countries have been taken over by
one player.

The user will have the option to chat with their opponent during the game. This can be
done through the chat window that will be provided next to the map. The user will send
and receive messages through this window. The user can type a message into the text box
and click the ‘Send Message’ button. The user can choose to send a message to just one
other opponent by selecting a player’s name in a drop down list and then clicking ‘Send
Message.’ The message will be listed as a “Whisper” in the chat window for both people.

After the game is completed, the user will be notified of the winner of the game, as well
as the user’s new point total and ranking. The user can click the ‘Continue’ button after
they have viewed this information. This will direct the user to the ‘Home’ page.

Scenario 6: I would like to see where I stand compared to other players in terms of
points.

The user must be in the Risk application (scenario 1) to view their ranking. In the
application, the user can click on the ‘Leader board’ tab. On this tab, all Risk players will
be listed in decreasing order of points.