**Use Case Name**: Move

**Scope**: System Use Case

**Level**: Sub function

**Main participants**: User

**Stakeholders and users whose concerns:** User not yet registered: successfully registered account

**Prerequisites**: Player presses the moving button.

**Post-condition**: The role finished moving.

**Mainstream**:

1. Players click the direction button in the game.

2. System receives the user's request.

3. System identifies the direction for moving and judge whether this move is legal.

4. System gives the permission for moving.

5. System sends the updated data for moving.

**Expansion process**

The move is identified to be illegal (moving against obstacles or moving outside the map).

1. In step 1, player pick the illegal direction for movement;

In step 3, the system finds out that multiple players are seeking request to move into the same block.

**Special Needs**: None.

**Frequency:** It may happen at any time in a game, the precise frequency depends on the frequency of game server and network status.

**Use Case Name**: EndOfGame

**Scope**: System Use Case

**Level**: Sub-function

**Main participants**: User

**Stakeholders and users whose concerns:** Users who are still alive when the game ended.

**Prerequisites**: the game is ended.

**Post-condition**: users press the ‘exit’ button.

**Mainstream**:

1. The game logic for end of game is triggered.
2. Ending information is sent to every user.
3. Users view the information and get informed of the result.
4. All users press the ‘exit’ button and get back to the enter interference.

**Expansion process**

None

**Special Needs**: None.

**Frequency:** It happens when the game ends, so the frequency is one time for a game.

**Use Case Name**: CreateRoom

**Scope**: System Use Case

**Level**: User Goal

**Main participants**: User

**Stakeholders and users whose concerns:** User who has logged in and is preparing to set up a game: successfully set up a game ,in another word ,successfully create a gameroom.

**Prerequisites**: Users enter the game boundary interface.

**Post-condition**: The game room has been set up successfully.

**Mainstream**:

1. users click the "CreateRoom" button on the boundary interface.

2.The system receives the user's request, jumps to the CreateRoom page and displays required choices for users，such how many people the room contain.

3. Users complete the required choices and press "Confirm CreateRoom" button after that.

4. Systematic identification of the validity .

5. The system prompts for successful CreateRoom and jumps to the room interface.

**Expansion process**

CreateRoom choices is illegal

(1) In step 3, the fundamental information set by the user is illegal. The system prompts the user to the number of the users the room can contain is beyond the limit and asks the user to modify a legitimate password and submit it it again.

**Special Needs**: None.

**Frequency:** It may happen at any time. It is unavoidable to create a Room when a game begins.