**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**: ShowResults

**Scope**: System Use Case

**Level**: User Goal

**Main participants**: User

**Stakeholders and users whose concerns:** Users in the same game that has ended.

**Prerequisites**: Users trigger the ending condition or the game time is over.

**Post-condition**: All players have click the acknowledge button.

**Mainstream**:

1. Players have triggered the ending condition or the game time has ended.
2. System send the results to players.
3. Game show the results in the interface.
4. Players click the acknowledge button.
5. Display ended, get back to the enter interface.

**Expansion process**

None.

**Special Needs**: None.

**Frequency:** It happens when a member triggers the ending condition or the game time ends.