Use Case: Move to empty square

Summary: This is how the player moves his/her character on the map.
Priority: High
Participators: Actual player

Player	System
Wants to move to adjacent empty square	
	Moves player to new square

Use Case: Attempts to move onto wall

Summary: This is how the player shouldn't move his/her character on the map.
Priority: High
Participators: Actual player

Player	System
Wants to move to adjacent wall square	
	Does nothing

Use Case: Walk up to questioner

Summary: This is how the player interacts with questioners.
Priority: High
Participators: Actual player

Player	System
Walks up to questioner	
	Asks whether user would like to answer a question

Flow 1 Yes

Answers yes	
	Asks question

Flow 1.1 Answers correctly

Selects correct answer	
	Awards points. If user does not have exit key, gives exit key. Otherwise, randomly awards an apple, a key or more points. TODO: character type effects?

Flow 1.3.1.2 Answers incorrectly

Selects wrong answer	
	Takes points. Depending on type of questioner: Wizard moves character back to first square, thief randomly steals an apple or a key (providing the player has one), warrior??

Flow 1.3.2 No

Declines to answer	
	Empties text box.

Use Case: Walk up to monster

Summary: This is how the player deals with monsters.
Priority: High
Participators: Actual player

Player	System
Player attempts to move onto monster's square	
	If player has an apple, removes it and makes monster stand aside (square will in

	future react like an empty square). Moves player onto monster's square. Otherwise, system gives player a message informing them that they need an apple to pass the monster.

Use Case: Step on a teleporter

Summary: This is how the player uses a teleporter.
Priority: High
Participators: Actual player

Player	System
Steps onto a teleporter square	
	Moves player to random location on map: the new square may be an empty one, contain a questioner, a fed monster, an open door or a chest. No other squares may be teleported onto.

Use Case: Open a chest

Summary: This is how the player uses a teleporter.
Priority: High
Participators: Actual player

Player	System
Steps onto square containing chest	
	Randomly generates 1 or no apple, 1 or no key and ? to ? points to give to the player. In future, this square will behave like an empty one.

Use Case: Finish the game

Summary: This is how the player finishes the game.

Priority: High
Participators: Actual player

Player	System
Moves to final gate	
	If player has exit key, exits the game. Saves player's high score (if higher than previous), updates high score board (if necessary), shows level selection screen.

Use Case: Choose new save slot

Summary: Player starts a new game with a new name.
Priority: Medium

Player	System
Clicks on save slot	
	Shows make-new-character screen
Enters information (optional) and clicks start	
	Saves player's information. Starts new game at level 1.

Use Case: Load game / Choose old save slot

Summary: Player starts a previous game with an old name.

Priority: Medium

Player	System
Clicks on the save slot.	
	Shows the select level screen.
Selects level. For every level the player has finished, the next is also selectable.	
	Starts new game at chosen level.

Use Cases: high score

Summary: Player wants to see high score board.
Priority: Low

Player	System
Clicks button for high score board (main menu).	
	Displays high scores.

Use Case: return to main menu

Summary: Player wants to return to the main menu.
Priority: Medium

Player	System
Clicks relevant button (from any screen other than main menu)	
	Aborts game (if any) and shows main menu.