

## Use Cases: Move

**Summary:** This is how the player moves his/her character on the map.

**Priority:** High

**Extends:**

**Includes:**

**Participators:** Actual player

### Normal flow of events

Player	System
Presses arrow key indicating a wish to move to another road-square	

Flow 1.1: Square is empty

	Moves player icon to next square.
	Updates the view of the map centered on the character.

Flow 1.2: Square is a wall

	Does nothing
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Flow 1.3: Square contains a questioner

	Asks whether user would like to answer a question
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Flow 1.3.1 Yes

Answers yes	
	Asks question

#### Flow 1.3.1.1 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.

#### Flow 1.3.1.2 Answers wrongly

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)

#### Flow 1.3.2 No

Declines to answer	
	Empties text box.

#### Flow 1.4 Monster

	If player has an apple, removes it and makes monster stand aside. Moves player onto monster's square. Otherwise, does nothing
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#### Flow 1.5 Teleporter

	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.
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#### Flow 1.6 Chest

	randomly generates 1 or no apple, 1 or no key and ? to ? points to give to the player.
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#### Flow 1.7 Exit

	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.
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## Use Cases: Choose new save slot

**Summary:** Player starts a new game with a new name.

**Priority:** Medium

#### Flow 1

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 Cases: Load game / Choose old save slot

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

**Priority:** Medium

Flow 1

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

Flow 1

Player	System
Clicks button for high score board.	
	Displays high scores.

## Use Cases: return to main menu

**Summary:** Player wants to return to the main menu.

**Priority:** Medium

Flow 1

Player	System
Clicks relevant button	

	Aborts game (if any) and shows main menu.
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