Use Case: Game
Summary: Starting the application and what options the user is left with
Priority: Low
Extends: NA
Includes:
Participators: User and System

	Actor	System
1	Start Application	
2		Shows Game Menu
3	Uses chooses between a list of 'New Game', 'Continue Game', and 'Exit'	
4		See specific UC

Use Case:New Game
Summary: Since a game-state can be saved, we provide the option to start a new one from beginning.
Priority: Low
Extends: Game
Includes: ViewCharacter, SetOptions, VisitStore, SelectMap
Participators: User and System

	Actor	System
1	Presses 'New Game' button	
2		Asks user to type name
3	Types name	
4		Shows World Map

Use Case:Continue Game
Summary: Game states can be saved, and thus user can choose to continue a game.
Priority: Low
Extends: Game
Includes: NA
Participators: User and System

	Actor	System
1	Presses 'Continue Game' button	
2		Asks user to choose save file
3	User choses file	
4		Game starts from chosen file's saved game state

Use Case: Select Level
Summary: World Map showing the games different levels
Priority: Medium
Extends: Choose saved file, new game
Includes: Level 1, level 2, etc.
Participators: User and System

	Actor	System
1		
2		Shows a map of Levels
3	User choses level	
4		level starts

Use Case: Physics
Summary: Simple physics simulations
Priority: High
Extends: Select Level
Includes: Gravity, Box Collisions
Participators: Game Object and Physics

	Game Object	Physics
1.1	Game Object spawns	
1.2		Gravity pulls object down
1.3	Game Object intersects another Game Object	
1.4		Box Collisions resolve intersection

Use Case: Aim
Alternate flow: NA
Summary: A cursor showing what direction a bullet will pass through
Priority: High
Extends: User Input
Includes: Shoot, Enemies Recieving Damage
Participators: User and System

	Actor	System
2.1	Moves mouse around	
2.2		Paints a cursor where mouse is pointing
2.3		
2.4		

Use Case: Shoot
Alternate flow: NA
Summary:Shooting from the players weapon
Priority: High
Extends: Aim
Includes: Enemies Recieving Damage
Participators: User and System

	Actor	System
2.1	Presses mouse button	

2.2		a bullet travels on a line from the tip of the weapon to where cursor was placed at time of mousebutton being pressed
2.3		
2.4		

Use Case: Enemies Recieve Damage
Alternate flow: Bullet misses - nothing happens
Summary: A cursor showing what direction a bullet will pass through
Priority: High
Extends: Shoot
Includes:
Participators: System and System

	System	System
2.1	Bullet intersects enemy	
2.2		enemy recieves damage
2.3		
2.4		

Use Case: Jump
Alternate flow: NA
Summary: Jump mechanics
Priority: High
Extends: User input
Includes: Higher jump
Participators: User and System

	Actor	System
2.1	Presses "w"	
2.2		Player jumps
2.3	Continues pressing "w"	
2.4		Player jumps higher until a maximum altitude is reached

Use Case: Move Right
Alternate flow: NA
Summary: A cursor showing what direction a bullet will pass through
Priority: High
Extends: User Input
Includes:
Participators: User and System

	Actor	System
2.1	Presses "a"	
2.2		Player moves to the left
2.3	releases "a"	
2.4		Player Stops

Use Case: Move Right
Alternate flow: NA
Summary: A cursor showing what direction a bullet will pass through
Priority: High
Extends: User Input
Includes:
Participators: User and System

	Actor	System
2.1	Presses "d"	
2.2		Player moves to the right
2.3	releases "d"	
2.4		Player Stops

Use Case: Enemies moves towards player
Alternate flow: NA
Summary:What happens when enemies gets close to player
Priority: High
Extends: User Input
Includes: Players recieving damage
Participators: Enemy and player

	Enemy	Player
2.1	Moves towards player	

2.2		Player doesnt move away quick enough
2.3	Hits player	
2.4		Player takes damage