

Use Case	Play Co-Op
Actor	Player
Pre-Condition	Player is currently in the main menu of the game
Post-Condition	Co-Op Lobby loads
Events	1. Player clicks “Co-Op” button
	2. Game engine loads Co-Op Lobby
Use Case	Play Team Deathmatch
Actor	Player
Pre-Condition	Player is currently in the main menu of the game
Post-Condition	Team Deathmatch Lobby loads
Events	1. Player clicks “Team Deathmatch” button
	2. Game engine loads Team Deathmatch Lobby
Use Case	Open Options
Actor	Player
Pre-Condition	Player is currently in the main menu of the game
Post-Condition	The Option menu opens
Events	1. Player clicks “Option” button
	2. Game engine loads the Options scene
Use Case	View Leaderboard
Actor	Player
Pre-Condition	Player is currently in the main menu of the game
Post-Condition	Leaderboard is displayed
Events	1. Player clicks “Leaderboard” button
	2. Leaderboard is displayed to the player
Use Case	Exit
Actor	Player
Pre-Condition	Player is currently in the main menu of the game
Post-Condition	Game is closed
Events	1. Player clicks the “Exit” button
	2. Game is closed
Use Case	Coop End condition
Actor	Game Engine
Pre-Condition	Players have captured the Space Station
Post-Condition	Game End screen is displayed
Events	1. Win screen is displayed.
Use Case	Player plants and detonates a bomb on a ship
Actor	Player
Pre-Condition	Player is equipped with a bomb and is on an enemy ship

Post-Condition	Team earns 3 points
Events	1. Player plants a bomb on an enemy ship
	2. Bomb detonates after 30 seconds if uninterrupted
	3. Bomb destroys ship
Use Case	Team destroys a ship
Actor	Player
Pre-Condition	Player deals enough damage to a ship to destroy it
Post-Condition	Team earns a point
Events	1. Hull points of opposing team's ship reaches zero.
Use Case	Team Deathmatch End Condition
Actor	Game Engine
Pre-Condition	Team has earned enough points to win
Post-Condition	Game end screen is displayed
Events	1. Win screen displayed to winning team
	2. Loss screen displayed to losing team
Use Case	Spawner
Actor	Game Engine
Pre-Condition	Game has started
Post-Condition	All objects have been spawned
Events	1. Steps through pre-defined list of objects
	2. Controller spawns the objects at their pre-defined locations
Use Case	Rules
Actor	Game Engine
Pre-Condition	Game has started
Post-Condition	Game rules have been initiated
Events	1. Begin current game's rules conditions
Use Case	Post-Game Screen
Actor	Game Engine
Pre-Condition	Game has ended.
Post-Condition	Use Case: Post-Game Stats
Events	1. Generate post-game screen.
Use Case	Post-Game Stats
Actor	Game Engine
Pre-Condition	Use Case: Post-Game Screen
Post-Condition	Post-Game Screen has been generated.
Events	1. In game stats are determined
	2. Stats are displayed on the screen
Use Case	Post-Game Exit

Actor	Player
Pre-Condition	Post-Game Screen generated
Post-Condition	Player is returned to the lobby
Events	1. Player presses the “Exit” button
Use Case	In-Game Menu
Actor	Player
Pre-Condition	Player is currently in game
Post-Condition	In-Game Menu is displayed
Events	1. Player presses the “Esc” key
	2. In-Game Menu is generated
Use Case	In-Game Menu Resume
Actor	Player
Pre-Condition	In-Game Menu is displayed
Post-Condition	In-Game Menu is hidden
Events	1. Player presses the “Resume” button
Use Case	In-Game Menu Options
Actor	Player
Pre-Condition	In-Game Menu is displayed
Post-Condition	Options menu is displayed
Events	1. Player presses the “Options” button
	2. Options menu is generated
Use Case	Options Return
Actor	Player
Pre-Condition	Options menu is displayed
Post-Condition	Options menu is hidden
Events	1. Player presses the “Return” button
Use Case	In-Game Menu Exit
Actor	Player
Pre-Condition	In-Game Menu is displayed
Post-Condition	Player is returned to the lobby
Events	1. Player presses the “Exit” button