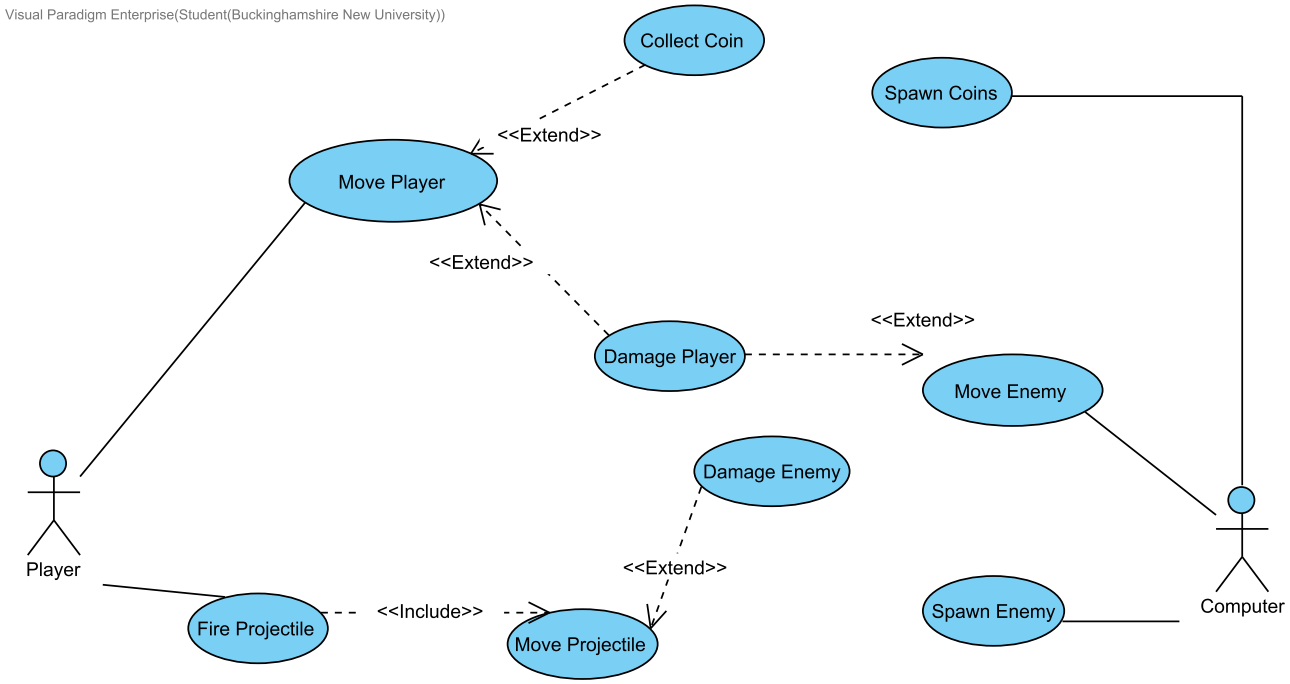
Jason Use Cases



Feature List

1. The player can move around in four directions controlled by the keyboard

Collect Coin

ID: UC13

Computer

ID: AC05

Damage Enemy

ID: UC11

Damage Player

ID: UC07

Fire Projectile

ID: UC09

Move Enemy

ID: UC06

The enemy moves a bit slower than the player, can can see the player when the enemy is close. When the enemy sees the player the enemy moves directly towards the player, else the enemy moves in random directions.

Move Player

ID: UC05

The player can be moved in four directions (left, right, up, down) controlled by the keyboard. The player cannot move outside the boundary of the screen, and the screen shows the entire landscape.

Move Projectile

ID: UC10

Player

ID: AC04

Spawn Coins

ID: UC12

Spawn Enemy

ID: UC08