A use case specification document for all use cases.

**Use Case Name: Start Game**

Optimistic Flow:

1. Player opens application
2. Player presses ‘Start Game’

Pragmatic Flow:

Condition 1: Application doesn’t open

1. Player sends email to app creators with relevant information
2. Player waits for response
3. Player continues regular flow at step 1

**Use Case Name: Move Character**

Optimistic Flow:

1. Player presses the ‘A’ and ‘D’ keys to move left and right
2. Player presses the ‘space’ key to jump

Pragmatic Flow:

N/A

**Use Case Name: Change Character**

Optimistic Flow:

1. Player presses the ‘q’ and ‘e’ keys to cycle through characters

Pragmatic Flow:

N/A

**Use Case Name: Open Pause Menu**

Optimistic Flow:

1. Player presses the ‘Esc’ key to open the main menu
2. Player will either:
   * 1. Click the ‘Reset’ button to reset the level
     2. Click the ‘Main Menu’ button to open the main menu

Pragmatic Flow:

N/A

**Use Case Name: Start Next Level**

Optimistic Flow:

1. Player will either:
   * 1. Click the ‘Reset’ button to reset the level
     2. Click the ‘Next Level’ button to open the main menu

Pragmatic Flow:

N/A

**Use Case Name: Use Special Ability**

Optimistic Flow:

1. Player presses ‘f’ to use special ability

Pragmatic Flow:

* 1. If nothing happens, player can switch to a different character using the ‘Change Character’ use case.
  2. Player continues regular flow at step 1.