Use Case Name：Start new game

ID：001

Description：Start the game by pressing the “Start New Game”button on the screen

Process：

1. Player launches the game
2. Player presses the button
3. Game scene will be created
4. Game starts

Use Case Name：Load game

ID：002

Description：Start the game by pressing the “Load Game”button on the screen

Process:

1. Player launches the game
2. Player presses the button
3. Load the game data
4. Load the scene
5. Game starts

Use Case Name：Character movement

ID：003

Description: Control the character movement

Process:

1. Player is pulling the joystick
2. System gets the input from joystick
3. Character starts moving
4. The moving animation starts.
5. Player stop pulling
6. Character stops
7. The animation stops

Use Case Name：Character Attack

ID：004

Description：Control the character to attack enemy

Process:

1. Player is pressing the “Attack” button on the screen

2.System gets the input from button

3.Check the attack cold down time

3a. The attack isn’t available

3b.Wait for the attack reset

1. Attack is available
2. System plays player attacking animation
3. Player stops press the “Attack”button

6a.Player keep holding the “Attack”button

6b.System stops player attack animation

6c.Go back to step 3

1. System stops player attacking animation

Use Case Name:Deal damage

ID：005

Description：Deal damage to enemy

Process:

1.Attack function is called from the player attack script

2.Return the enemy properties

3.Reduce enemy health according to properties from both player and enemy

Use Case Name:Deal damage

ID：006

Description：Deal damage to player

Process:

1. Enemy AI decides to attack player
2. Return player properties
3. Reduce player health according to properties from both player and enemy