

Use case: start the game

- Primary actor: player
- Scenario:
 1. Player clicks on the start button
 2. The system displays the first stage

Use case: move main character

- Primary actor: player
- Scenario:
 1. The player presses the direction keys
 2. The main character moves to the next cell on the corresponding direction
- Exceptions
 1. There is a barrier on the corresponding direction – see use-case: move to a cell with entity
 2. Overall score is negative
 3. Main player is caught by the movable enemy

Use case: move to a cell with entity

- Primary actor: main character
- Scenario:
 1. The main character moves to a barrier
 2. The system goes to next tick, but the main character stay at the same position
 3. The main character moves to an unanimated enemy
 4. The system decreases the overall score
 5. The main character moves to a reward
 6. The system increases the overall score

Use case: move to next stage

- Primary actor: main character
- Scenario:
 1. The main character has collected necessary reward
 2. The system unlocks the exit for next stage
 3. The main character moves to the exit
 4. The system changes the board to the next stage
- Exception:
 1. There is at least one necessary reward that have not collected

Use case: win the game

- Primary actor: main character
- Scenario:
 1. Main character has gone through all the stage and moved to the exit
 2. The system displays a winning message