Use case: start the game

- Primary actor: player
- Scenario:
    1. Player clicks on the start button on main menu
    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
    7. The main character moves to a movable enemy
    8. The system displays lose-interface

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 broad to the next stage
- Exception:
    1. There is at lest 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

Use case: change setting of the game

- Primary actor: player
- Scenario:
  1. The player clicks on setting button on the main menu
  2. The system displays setting OS for player to change sound and difficulties

Use case: exit the game

- Primary actor: player
- Scenario:
  1. The player clicks on exit button on the main menu
  2. The system exits the game
  3. The player wins/loses the game
  4. The system displays corresponding interface with exit button on it
  5. The player clicks on exit button on wins/loses interface
  6. The system exits the game