

Use Case ID:	GM.U.5		
Use Case Name:	Player Weapon Aim and Shoot Functionality	Version:	1.0
End objective:	User will able to aim and shoot		
Created by:	Talha Tofeeq	On (date):	20 <sup>th</sup> march
Approved by:	—	On (date):	—
User/Actor:	Player		
Pre-Conditions:	1. Player must have a weapon equipped. 2. Player must have enemies or other targets in range.		
Post-Conditions:	1. Player's weapon will fire at the targeted enemy or object. 2. Targeted enemies will receive damage. 3. Player's ammunition count will decrease.		
Basic Flow:			
Step:	User Actions:	System Actions:	
1.	Identify Target	System displays Available Target or enemies	
2.	User will open the aim/scope	System opens the Aim	

### 3. Aim Weapon System will adjust Weapon aim.

4.	User will fire weapon	System will calculate damage and updates the ammo
5.	User will reload the weapon	System reloads the weapon and updates the ammo

Use Case ID:	GM.U.6
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Use Case Name: Player health meter Version: 1.0

End objective:	Player's health meter decreases as they take damage from enemies or hazards in the game.		
Created by:	Talha Tofeeq	On (date):	20 <sup>th</sup> march
Approved by:	—	On (date):	—
User/Actor:	Player		
Pre-Conditions:	1. The game is running and the player is actively playing.		

Post-Conditions:	<ol style="list-style-type: none"> <li>1. The player's health meter has decreased based on the amount of damage taken.</li> <li>2. If the health meter reaches zero, the player is defeated and the game is over.</li> </ol>
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## Basic Flow:

Step:	User Actions:	System Actions:
1.	Player takes damage from the enemy or hazard.	System calculates the amount of damage taken based on enemy strength or hazard severity.
2.		System deducts the amount of damage from the player's health meter.

3. System updates the display to show the new health meter value.

4.	If the player's health meter reaches zero, the game is over.	System ends the current game.
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## Alternatives:

Step :	User Actions:	System Actions:
1.	If the player's health meter reaches zero and the game completes rather than	System should prompt an error message like " Sorry Wrong gateway, Please start the game from the main menu again !!! "

	resetting.	

Use Case ID:	GM.U.10
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Use Case Name: Audio Immersion Version: 1.0

End objective:	To enhance the player's immersion in the game world through a variety of sound effects and music tracks.		
Created by:	Talha Tofeeq	On (date):	22 <sup>th</sup> march
Approved by:	—	On (date):	—
User/Actor:	Player		
Pre-Conditions:	The game must be installed and running on a compatible device.		
Post-Conditions:	The player is able to enjoy a more immersive gameplay experience.		
Basic Flow:			
Step:	User Actions:	System Actions:	

1.	The player launches the game and enters the main menu.	
2.	The player selects their preferred options and confirms their choices.	

3.		The game loads the selected sound options.
4.	The player can adjust the sound options at any time	System allows player to adjust sound options

Alternatives:		
Step:	User Actions:	System Actions:
1.	If the user does not set his/her own preferred sound volume.	System should start the game with default sound settings.