Use Case ID:	GM.U.8		
Use Case Name:	Enemies.	Version:	1.0
End objective:	To provide enemies with the ability to shoot and follow the player.		
Created by:	Azfar Nayyan.	On (date):	20/3/23
Approved by:	Momna Zenab.	On (date):	
User/Actor:	Player.		
Pre-Conditions:	The player/User is playing a game and is in a particular mission/level of the game.		
Post-Conditions:	The interaction of enemy and player and one dies when health bar decreases.		

Basic Flow:

Step:	User Actions:	System Actions:
1.	The player is playing the level and doing objectives of the mission.	System generates enemies at different locations of the map.
2.	Player gets into range of enemy.	The system generated enemy starts following and shooting the player.
3.	Player also starts shooting and get into fight with enemy.	The system generated enemy also fights with player and health bar of both enemy and player decreases when a bullet is ray casted.

Alternatives:

Step:	User Actions:	System Actions:
3(a) 3b	Player is getting fired by enemy. The player shoots the enemy and the health bar of the enemy ends.	The system decreases the health bar of player and player dies and mission is failed. The system will eliminate the enemy from the location.