Use Case ID:	GM.U.3		
Use Case Name:	Completion of Mission	Version:	
End objective:			
Created by:	Abdullah Shafqat	On (date):	10/3/23
Approved by:		On (date):	
User/Actor:			
Pre-Conditions:	1. The user will be provided with a mission that he/she will have to complete to progress towards completion of the game. 2. The requirements for the completion of the mission would be explained thoroughly. 3. After the completion of the mission, the user will be able to progress towards the next mission.		
Post-Conditions:	After the mission is completed successfully, the user would be able to progress further towards game completion.		

Basic Flow:

Step:	User Actions:	System Actions:
1.	Mission Started	A set of instructions regarding the mission would be available.
2.	Progress in Mission	As the user keeps progressing further, the mission would come closer to completion.
3.	Mission Completed	After the mission is completed successfully, the user would be able to progress to the next mission.

Alternatives:

Step:	User Actions:	System Actions:

1.	Mission Failed (Requirements not fulfilled)	If requirements from given mission were not fulfilled, the user fails the mission and cannot progress further. The user will have to try again.
2.	Mission Failed (Time Up)	If the user fulfills all requirements but does not do so in time, he/she fails the mission and will have to try again.