Use Case ID:	GM.U.1		
Use Case Name:	Movement of Character	Version:	1.0
End objective:	User will be able to move their character		
Created by:	Saim Imran	On (date):	11th march
Approved by:	Momina Zainab	On (date):	13th march
User/Actor:	Player		
Pre-Conditions:	1) The user has a functional computer with a keyboard 2) The user has the game installed and running		
Post-Conditions:	User will be able to move its character in all directions		

Basic Flow:

Step:	User Actions:	System Actions:
1.	User will enter 'W' key for forward movement	System will move character forward with the speed assigned to it
2.	User will enter 'A' key for Leftward movement	System will move character Leftward with the speed assigned to it
3.	User will enter 'S' key for backward movement	System will move character Backward with the speed assigned to it
4.	User will enter 'D' key for Rightward movement	System will move character Rightward with the speed assigned to it
5.	User will enter 'Space' for jump	System will jump the character with the speed assigned to it
6.	User will enter 'C' for crouch	System will crouch the character
7.	User will enter 'Shift' while moving for sprint	System will make the character Sprint
8.	User will be able to change the view through mouse	System keep track on mouse and redirect main camera on the mouse movement

Alternatives:

Step:	User Actions:	System Actions:
	If the user encounters an obstacle, the character should stop moving in that direction	If the user encounters an obstacle, the system should stop the character from moving in that direction

Use Case ID:	GM.U.2		
Use Case Name:	Mission System	Version:	1.0
End objective:	User would be able to complete all the missions		
Created by:	Saim Imran	On (date):	11th march
Approved by:	Momina Zainab	On (date):	13th march
User/Actor:	Player		
Pre-Conditions:	1) The game is installed and running on the player's device.		
Post-Conditions:	User will successfully complete all missions for game.		

Basic Flow:

Step:	User Actions:	System Actions:
1.	Player will be given various objective to finish the game	The system displays a list of available missions for the player in objective section
2.	The player starts the mission and progresses through it by completing the objectives.	The system starts the mission and tracks the player's progress towards completing the objectives.
3.	Once all objectives are completed, the game notifies the player that the mission is complete	When all objectives are completed, the system records the completion of the mission and notifies the player.

Alternatives:

Step:	User Actions:	System Actions:
3a.	If the player completes all the mission so the game may generate same missions again	System will keep track on player's missions