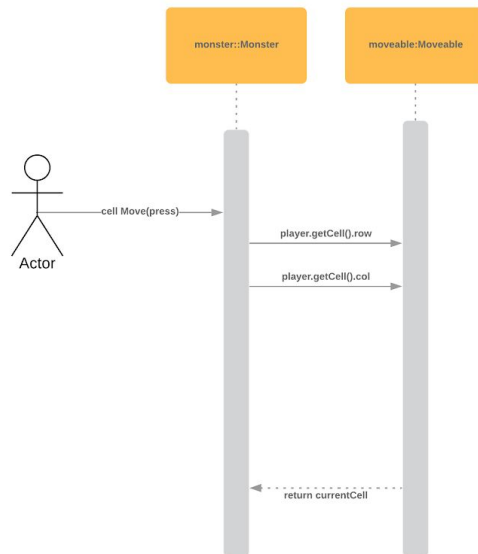


## Basic Sequence Diagram

Zongming Liu | May 31, 2019



|                        |   |
|------------------------|---|
| Use Case Name          | Monster Jump  |
| Version                | 1.0   |
| Goal                   | The monster successfully jumps to the player and eat the player, then the game will be ended.   |
| Summary                | The monster goes(jumps) to the player location which the player is in the sight(horizontal and vertical).   |
| Actors                 | player, monster   |
| Preconditions          | Both the monster and the player have the same column or row.  |
| Triggers               | <ul style="list-style-type: none"> <li>The game must has been started</li> <li>The player's location of column or row are the same with the monster</li> </ul>                      |
| Basic Course of Events | <ul style="list-style-type: none"> <li>Get the player's location(column and row)</li> <li>Compare with the monster location</li> <li>The monster will jump to player and</li> </ul> |

|                   |   |
|-------------------|---|
|                   | eat it.<br><ul style="list-style-type: none"> <li>The game will be ended</li> </ul> |
| Alternative paths | Restarting<br>1- The Member selects the “restart” option<br>2 - End of Use Case     |
| Post-conditions   | The game will be ended and show the player’s score and time used.                   |
| Business Rules    | None  |
| Notes             | None  |
| Author and Date   | Zongming Liu 30/05/2019   |

