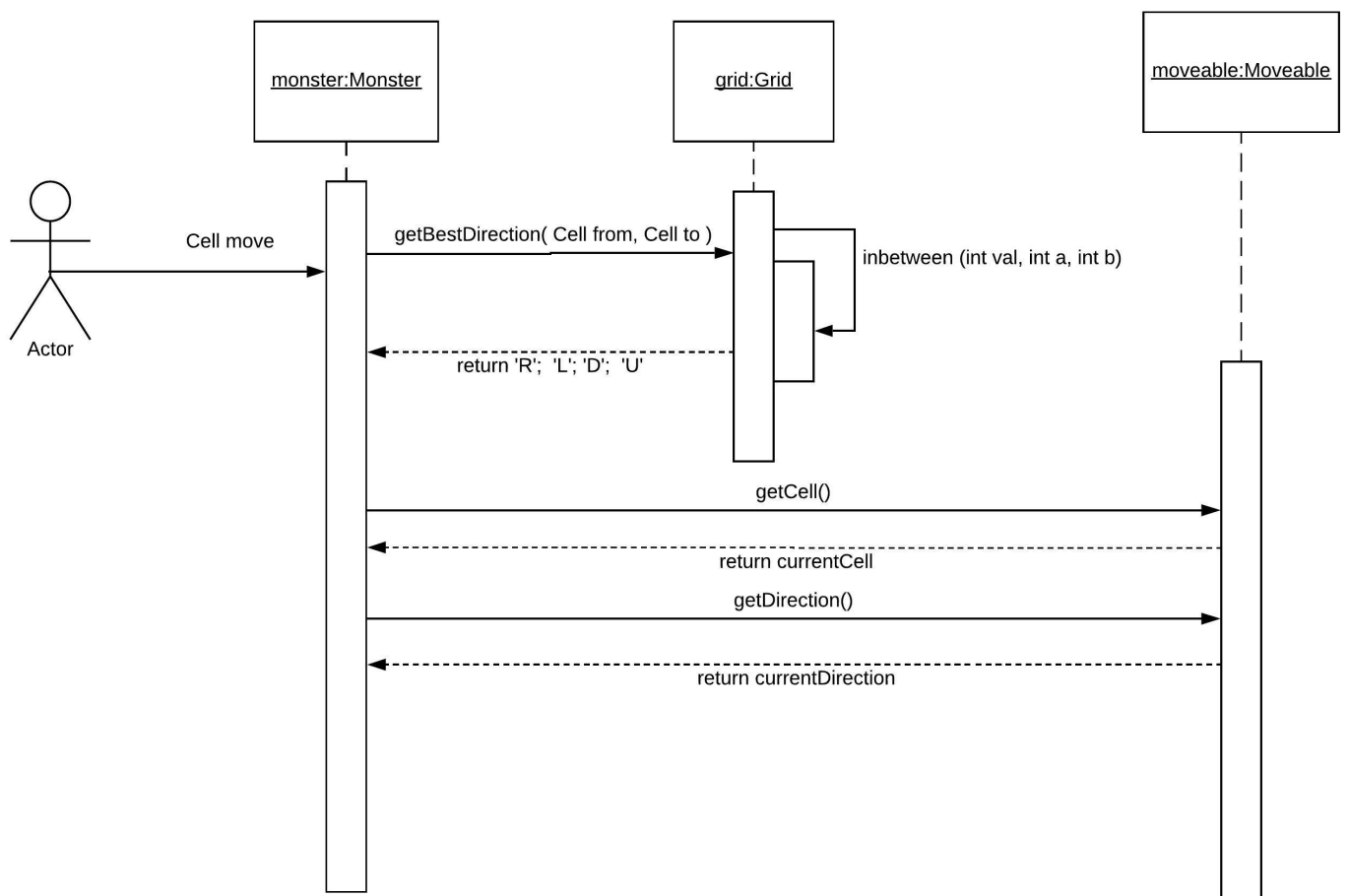
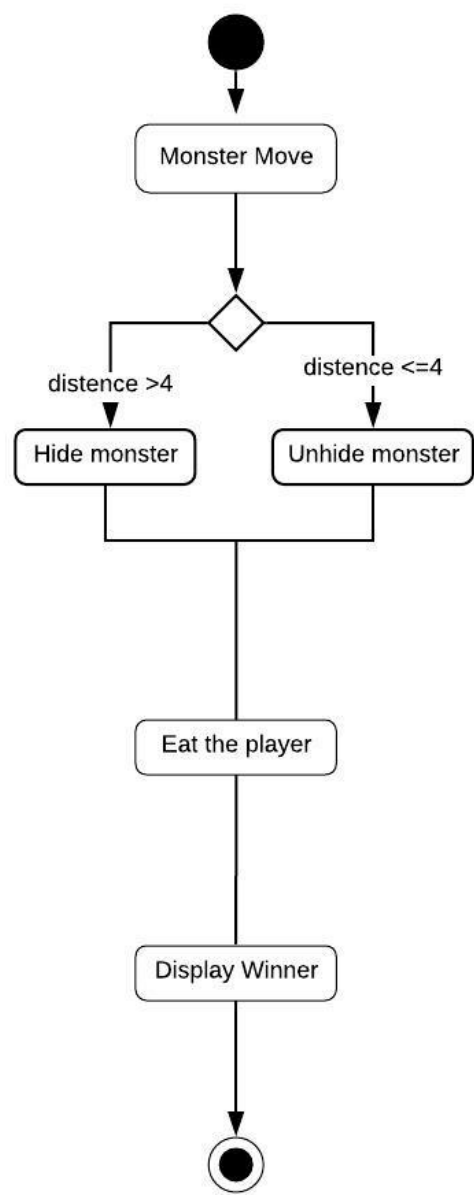


sequence diagram (monster move)



activity diagram



Use Case Name	Monster hide
Version	1.0
Goal	Allow the monster hidden
Summary	According to the distance between the monster and the player to determine whether to hide
Actors	system
Preconditions	<ul style="list-style-type: none"> • The user start the game • The monster starts to move
Triggers	When the distance between monster and player more than 4
Basic Course of Events	<ol style="list-style-type: none"> 1. User enters the valid username and password in the relative fields. 2. Hit the login button 3. User hits the start button 4. User moves the player
Alternative paths	User can restart the game through hit the restart button.
Post-conditions	The user will not know the location of the monster.

