

## Use Cases

### Use Case 1

Use Case: Pick up food

Primary Actor: Food Truck Driver

Secondary Actor: Food supplier (buildings that provide food to be picked up)

Preconditions:

- The food truck is on the road and has an accessible route to the pick up location of the food
- The food supplier has food that needs to be picked up

Event flow:

1. The food truck driver starts at a road on the map.
2. The driver drives the food truck to the pick up location.
3. The driver arrives at the location and picks up the food.

Alternate Flow:

- If traffic or other obstacles such as potholes prevent the driver from reaching the location, the driver may need to drive an alternative route or wait at times to reach the pick up location of the food.
- Driver may fail to avoid obstacles leading to a loss of points on its way to pick up the food
- If a repeated number of collisions are made or a negative score is reached, the game will end at a loss and the driver will not be able to pick up the food.

### Use Case 2

Use Case: Collecting bonus ingredients/recipes

Primary Actor: Food Truck Driver

Secondary Actor: n/a

Preconditions:

- There is a bonus on the road available to be picked up
- The food truck is on the road and has an accessible route to the location of the bonus

Event flow:

1. The food truck driver starts at a road on the map.
2. The driver drives the food truck towards the pick up location.
3. The driver arrives at the location and picks up the bonus.

Alternate Flow:

- If traffic or other obstacles such as potholes prevent the driver from reaching the bonus, the driver may need to drive an alternative route or wait at times to reach the pick up location of the bonus.
- Driver may fail to avoid obstacles leading to a loss of points on its way to pick up the food
- If a repeated number of collisions are made or a negative score is reached, the game will end at a loss and the driver will not be able to pick up the bonus.