1. Change settings

Use Case: Change settings

Summary: The player changes the settings.

Priority: low

Extends: -

Includes: -

Participators: The player

Normal flow of events:

1	Press "Settings" in the main menu..	
2		Shows the settings menu.
3	Change settings and press "OK".	
4		Change settings.

Alternative flow:
The player pauses the game and change settings.

	Actor	System
1	Press escape.	
2		Pauses the game and shows the menu.
3	Press "Settings".	
4		Shows the settings menu.
5	Change settings and press "OK".	

| 6 | | Change settings. |

2. Drop item

Use Case: The player drops an item

Summary: A description of what happens when the player drops an item.

Priority: Low

Extends: -

Includes: -

Participators: The player

Normal flow of events:

	Actor	System
1	Presses key to drops the active weapon.	
2		Puts the dropped item on the ground.

Alternate flow

Flow 1.1 There was another weapon on the ground

	Actor	System
1.1		The player drops his weapon and picks up the weapon on the ground.

Flow 1.2 The player did not wield any weapon in the active weapon slot

	Actor	System
1.2		Plays a sound indicating there was no weapon.

3. Enemy hit by player

Use Case: The enemy takes a hit from the players weapon

Summary: A description of what happens an enemy is hit by a player attack

Priority: mid

Extends: -

Includes: -

Participators: The enemy

Normal flow of events:

	Actor	System
1	The player hits an enemy	
2		The hit enemy reduces her HP according to weapon damage

Alternate flow
Flow 1.1 The damage was lethal

	Actor	System
2.1		Removes the enemy from the world and increases the player's score

Flow 1.2 The enemy spawns an item

	Actor	System
2.1.1		Puts an item on the place where the enemy was

| | | removed |
| | | |

4. Game over

Use Case: Game over

Summary: What'll happend when the player(actor) loses all of it's hit points.

Priority: mid

Extends: -

Includes: -

Participators: The Player

Normal flow of events

	Actor	System
1	The player's hit points reaches zero.	
2		Shows the score and ask if the player want to play a new game.

Alternative flow
Flow 2.1 The player's score qualified for highscore.

	Actor	System
2.1		Shows the score, asks for a name for highscore and ask if the player want to play a new game.

5. Show highscore

Use Case: Show highscore

Summary: The player goes to highscore from the main menu.

Priority: low

Extends: (none)

Includes: (none)

Participators: The player

Normal flow of events

	Actor	System
1	Press "Highscore" in the main menu.	
2		Shows Highscore.

Alternative flow
1.1 The player pauses the game and goes to highscore.

	Actor	System
1	Press escape.	
2		Pauses the game and shows the menu.
3	Press "Highscore".	
4		Shows highscore.

Use Case: Move the player

Summary: A description of what happens when the player presses W, A, S or D, e.g. tries to move the player sprite on screen.

Priority: high

Extends: -

Includes: -

Participators: The player

Normal flow of events:

	Actor	System
1	Pressed W, A, S or D	
2		Moves the player in the specified direction

Alternate flow

 Flow 2.1 The system tried to move the player, but the destination was impassible.

	Actor	System
2.1		Remains in the same position

Flow 2.1.1 The player walked into an enemy. (See use case: "Enemy attack")

6. Move the player

Use Case: Move the player

Summary: A description of what happens when the player presses W, A, S or D, e.g. tries to move the player sprite on screen.

Priority: high

Extends: -

Includes: -

Participators: The player

Normal flow of events:

	Actor	System
1	Pressed W, A, S or D	
2		Moves the player in the specified direction

Alternate flow

 Flow 2.1 The system tried to move the player, but the destination was impassible.

	Actor	System
2.1		Remains in the same position

Flow 2.1.1 The player walked into an enemy. (See use case: "Enemy attack")

7. Pick up Item

Use Case: The player picks up an item

Summary: A description of what happens when a player picks up an item.

 Priority: mid

Extends: -

Includes: -

Participators: The player

Normal flow of events

	Actor	System
1	The player walks on top of an item.	
2		The player picks up the item.

Alternative flow

Flow 2.1 The item is a weapon and does not fit in inventory

	Actor	System
2.1	The player press 'G' to replace weapon.	
2.2		The player drops the currently selected weapon and pick up the new weapon.

Flow 3.1 The item is food, medpack or ammo.

	Actor	System

3.1		The appropriate level is increased.

8. Player hit by enemy

Use Case: Player hit by enemy

Summary: The player is hit by an enemy attack

Priority: medium

Extends: -

Includes: -

Participators: The player

Normal flow of events:

	Actor	System
1	The player gets hit by an enemy	
2		Reduces the player's hit points by a certain amount.

Alternative flow:

3.1 (See use case: "Game over").

9. Player runs out of food

Use Case: The player runs out of food.

Summary: The food level is constantly decreasing, the lower it gets the slower the player moves. When the food level reach zero, the player dies.

Priority: low

Extends: -

Includes: Game over

Participators: The player

Normal flow of events:

	Actor	System
1	The player's food level reach zero.	
2		The player starts to lose life at a given speed (he might die by this)

10. Player Toggle weapon

Use Case: The player toggles it active weapon

Summary: A description of what happens when the player changes its' weapon

Priority: medium

Extends: -

Includes:

Participators: The player

Normal flow of events:

	Actor	System
1	Clicks right mouse button	
2		Changes the players active weapon to the weapon in the next weapon slot and plays a sound according to the new weapon

11. Start new game

Use Case: Starting a new game

Summary: The user start a new game.

Priority: high

Extends: -

Includes: -

Participators: The player

Normal flow of events:

	Actor	System
1	Press "new game" in menu	
2		Generates a new world.
3		Places the player in the middle of the world.

Alternate flow

Flow 3.1 The player could not be placed in the middle of the world.

	Actor	System
3.1		Tries to place the player on a tile near the center (tries until possible)

12. Time passes

Use Case: Time passes

Summary: As long as the game is running the world has to update.

Priority: high

Extends: -

Includes: All use cases are alternative flows.

Participators: The player

Normal flow of events:

	Actor	System
1	Player is playing. (E.g. the game is not paused)	
2		All enemies and projectiles move. Player loses a certain amount of food.

Alternative flow:
2.1 An item spawns.

	Actor	System
2.1		A semi random item spawns on a random spot.

13. Use weapon

Use Case: The player uses its weapon

Summary: A description of what happens when the player shoots with its gun.

Priority: medium

Extends: -

Includes: Enemy hit by player

Participators: The player

Normal flow of events:

	Actor	System
1	Clicks left mouse button	
2		Create a bullet traveling the direction the player is facing. Continuously moves the bullet until it hits an enemy or a solid object. (See use case: "Enemy hit by player").

Alternate flow

Flow 1.1 The player held a melee weapon and not a gun.

	Actor	System
1.1		Plays an animation of the player swinging its weapon. Does damage to all enemies in front, and within a specified radius, of the player.

Flow 2.1 The system could not create a bullet, e.g the player's weapon had no ammo.

	Actor	System
2.1		Plays a sound indicating there is no ammo.