

Use case: Access Lore Menu.

Primary actor: Player.

Goal in context: Open game and view Lore menus.

Precondition: Application is open.

Trigger: Player runs the program.

Scenarios:

- 1) Player starts the application. The main menu shows up. 4 available buttons are displayed (Settings, Start Game, Lore Section, Exit).
- 2) Player presses the Lore button. A separate menu is displayed.
- 3) Player selects back to return to the Main menu.

Exception:

Player selects the incorrect option.

Priority: Low priority, to be implemented after core game.

Frequency of use: Infrequent.

Use case: Access Settings Menu from Main menu.

Primary actor: Player.

Goal in context: Open game and view settings menus.

Precondition: Application is open.

Trigger: Player runs the program.

Scenarios:

- 1) Player starts the application. The main menu shows up. 4 available buttons are displayed (Settings, Start Game, Lore Section, Exit).
- 2) Player presses the Settings button. A separate menu is displayed.
- 3) Player selects back to return to the Main menu.

Exception:

Player selects the incorrect option.

Priority: Low priority, to be implemented after the core game.

Frequency of use: Infrequent.

Use case: Player starts game.

Primary actor: Player.

Goal in context: Open game and Start game.

Precondition: Application is open.

Trigger: Player runs the program.

Scenarios:

- 1) Player starts the application. The main menu shows up. 4 available buttons are displayed (Settings, Start Game, Lore Section, Exit).
- 2) Player presses the Start Game button.
- 3) When prompted, press the spacebar to begin the game.

Exceptions:

- 1) Player selects the incorrect option.
- 2) Player presses a button other than the space bar when prompted.

Priority: High priority, basic use of the game.

Frequency of use: Frequent.

Use case: Player movement.

Primary actor: Player.

Goal in context: Get the main character to another cell on the board.

Precondition: Player is on the game screen.

Trigger: Player wants to move away from the chasing enemy.

Scenarios:

- 1) Player selects the start game option.
- 2) Player presses their startup button (defaulted as a spacebar) to enter the game screen.
- 3) Player presses one of the four available movements (Left, Right, Up and Down).
- 4) The position of the main character has changed by 1 cell.

Exception:

The cell might be blocked or occupied by an enemy—see use-case “Player walks into a wall”, “Player encounters an enemy.”

Priority: High priority, this is a basic function.

Frequency of use: Frequent.

Use case: Transition to the next level or finish the last level.

Primary actor: Player.

Goal in context: Move to the next level or win the game.

Precondition: The player must have all regular rewards collected.

Trigger: The player has collected the final reward and wants to complete the level.

Scenarios:

- 1) Player selects start game.
- 2) Player enters the game screen.
- 3) Player collects all 10 regular rewards.
- 4) Exit appears on the board.
- 5) Player navigates the main character to the exit.
- 6) After entering the exit, the victory menu appears.
- 7) The player selects the next level, if the final level completed display score, time and victory message.

Exception:

The player might encounter an enemy on the way —see use-case “Player encounters an enemy”.

Priority: Medium, to be implemented after the basic game mechanics.

Frequency of use: Infrequent.

Use Case: Access Pause Menu.

Primary actor: Player

Goal in context: To enter the pause menu while playing a level.

Preconditions: Player must be currently in the Game screen to have access to a pause menu.

Trigger: Player decides to take a break or wants to return to the Main menu.

Scenarios:

- 1) Player launches the game.
- 2) From 4 available options, the player selects “Start Game.”
- 3) Once loaded in the player can use the “esc” key, or whatever they have chosen to bind to the Pause menu, to access the Pause Menu.

Exception:

Player has input their key for the Pause menu but is not running the game program - See use case “Launch Game”

Priority: Medium priority, to be implemented after basic functions.

Frequency of use: Infrequent.

Use Case: Player collects a reward.

Primary Actor: Player

Goal in context: To collect rewards required for completion.

Preconditions: Player must be currently playing a game to collect rewards

Trigger: Player identifies a reward's location

Scenarios:

- 1) Player launches the game.
- 2) From 4 available options, the player selects "Start Game".
- 3) Player uses the 4 available movements to traverse the map.
- 4) Once the player spots a reward, use movements to enter the cell of reward.
- 5) Once the cell is entered, the reward is collected and removed from the board.

Exceptions:

- 1) Player must be playing the game to be able to collect rewards.
- 2) Can not collect rewards, if all have been already collected - See use case "Transition to the next level or finish the game".

Priority: High priority, basic game mechanic.

Frequency of use: Frequent.

Use Case: Player encounters a punishment.

Primary actors: Enemy and player.

Goal in context: To take points away from the player.

Preconditions: Player must be currently playing the game.

Trigger: Player enters a cell with a punishment.

Scenarios:

- 1) Player is currently in the playing mode moving one cell at a time.
- 2) The player enters a cell that contains a punishment and is deducted 300 points.
- 3) Player resumes the game after the punishment.
- 4) Repeat steps 1-3 until the score goes below zero or exit is reached.

Exception:

The player will not be penalized if the score goes below zero as the game will come to an end.

Priority: High priority, this is a basic game function.

Frequency of use: Infrequent.

Use Case: Player encounters a moving enemy.

Primary actors: Enemy and player.

Goal in context: To trigger the end of the game.

Preconditions: Player must be currently playing the game.

Trigger: Player and moving enemy occupy the same cell.

Scenarios:

- 1) Player is currently in the playing mode moving one cell at a time.
- 2) Player enters a cell that contains a moving enemy.
- 3) Failure menu appears on the screen.
- 4) Player loses the game and is prompted to either restart the current level or exit to the main menu.

Exception:

If moving enemies pass through cells that contain rewards or punishments, it won't affect the awards/punishments.

Priority: High priority, basic game mechanic.

Frequency of use: Infrequent.

Use Case: Player walks into a wall.

Primary actor: Player.

Goal in context: Limit the player's available movements on the board.

Precondition: Player must be currently playing the game.

Trigger: Player is in an adjacent cell to a wall and tries to access the wall cell.

Scenarios:

- 1) Player is currently in the playing mode moving one cell at a time.
- 2) Player tries to move to a cell that contains a wall.
- 3) Player's movements towards the wall cell are blocked.
- 4) Player changes direction and moves away from the wall.

Exception:

Player inputs invalid movement key - see use-case "Player movement".

Priority: High priority, basic game mechanic.

Frequency of use: Frequent.

Use Case: Player changes language.

Primary Actor: Player.

Goal in context: Allow the player to change the game's language.

Precondition: On the settings menu.

Trigger: The player would like the game to be in a language they are more familiar with.

Scenarios:

- 1) Player goes from the main menu to the settings menu.
- 2) Player selects the languages drop down menu.
- 3) Player selects a new language.
- 4) All of the game's text is in the language they selected.

Exception:

The player cannot select more than 1 language.

Priority: Low priority, to be implemented after all the core functions.

Frequency of use: Infrequent.

Use Case: Player changes volume.

Primary Actor: Player.

Goal in context: Allow the player to change the game's volume.

Precondition: On the settings menu.

Trigger: The game is too loud and the player would like a lower volume.

Scenarios:

- 1) Player goes from the main menu to the settings menu.
- 2) Player chooses a new volume level.
- 3) The game's volume is now changed to that new level.

Exceptions:

- 1) The volume level cannot go under 0.
- 2) The volume level cannot go under 100.

Priority: Low priority, to be implemented after the core game.

Frequency of use: Infrequent.

Use Case: Player rebinds key.

Primary Actor: Player.

Goal in context: Allow the player to change a key bind in the game.

Precondition: The player is on the settings menu.

Trigger: The player wants a more comfortable control scheme.

Scenarios:

- 1) Player goes from the main menu to the settings menu.
- 2) Player selects rebind keys.
- 3) Player goes through each keybinding one by one and assigns them a value.

Exceptions:

Priority: Low priority, to be implemented after the core game.

Frequency of use: Infrequent.

Use case: Exit from the Main menu to Desktop.

Primary actor: Player.

Goal in context: Allows the player to stop the application from executing.

Precondition: Player must be in the main menu.

Trigger: Player wants to return to Desktop.

Scenarios:

- 1) Player presses the “Exit” option in the Main menu.
- 2) Player is redirected to the Desktop.

Exception:

Player presses other options except for “Exit”-- see use case “Exit from the Lore Menu”, “Exit from the Game menu”, “Exit from the Options menu”.

Priority: Medium priority, implemented after basic functions

Frequency of use: Frequent.

Use case: Exit from the Lore menu to the Main menu.

Primary actor: Player.

Goal in context: Return to the Main menu.

Precondition: Player must be in the Lore menu.

Trigger: Player wants to return to the Main menu.

Scenarios:

1) Player presses “Exit” in the Lore menu.

2) Player is redirected to the Main menu.

Exceptions:

Priority: Low priority, to be implemented after the core game.

Frequency of use: Infrequent.

Use case: Exit from the Failure menu to the Main menu.

Primary actor: Player.

Goal in context: Return to the main menu.

Precondition: Player must have lost the game and is in the Failure menu.

Trigger: Player wants to return to the main menu.

Scenarios:

- 1) Player presses “Exit” in the Failure menu.
- 2) Player is redirected to the Main menu.

Exception:

Player presses “Restart the level”- see use-case “Exit from the Pause menu to the Main menu”.

Priority: Medium priority, implemented after basic functions.

Frequency of use: Frequent.

Use case: Exit from the Pause menu to the Main menu.

Primary actor: Player.

Goal in context: Return to the Main menu.

Precondition: Player must be in the Pause menu.

Trigger: Player wants to return to the Main menu.

Scenarios:

- 1) Player presses “Exit”.
- 2) Player is in the Main menu.

Exception:

Player presses “Return to the game”, see use-case “Access the Pause menu”.

Priority: Medium priority, implemented after basic functions.

Frequency of use: Infrequent.

Use case: Player selects next or previous entry in the lore menu.

Primary actor: Player.

Goal in context: To display the next or previous entry.

Precondition: Player must be in the Lore menu.

Trigger: The player wants to see a new entry in the lore menu.

Scenarios:

- 1) Player selects the lore menu from the main menu.
- 2) Player chooses a left or right arrow from the top.
- 3) If the left arrow is pressed the previous character is displayed.
- 4) If the right arrow is pressed the next character is displayed.

Exceptions:

Priority: Low priority, implemented after core game.

Frequency of use: Infrequent.