

Use Case: Start Game

Summary: Player starts the application and starts playing the game

Priority: high

Extends: -

Includes:

Participations: Actual player

Normal Flow: Actor

	Actor	System
1	Launches Application	
		Window with logo shows
		Plays intro music
		Logo fades away
		Show menu screen
2	Clicks start button	
		Plays button sound
		Menu Screen disappears
		Shows brief intro containing controls
		Player entity spawns on level 1, level music plays

Exit Game

View Stats
Play background music
Climb ladder
Collide with object
Heal
Pick up weapon
Move
Jump
Crouch
Play sound effect
Take damage
Die
Update stats
Boss fight
Win stage
Update stats
Hit enemy
Kill enemy
Fire weapon
Update stats
Play sound effect
Update score