**Little Animal Horror Zoo: Kaizen**

**Scope:** Little Animal Horror Zoo Application

**Level:** User goal

**Primary Actor:** Observer

**Stakeholders and Interests:**

* Observer: Spectates the outcome of the game simulation.

**Preconditions:**

* Observer will set parameters enabling a Snake to chase a Rabbit within an X and Y axis consisting of 10 on each axis.

**Success Guarantee:**

* Snake will announce that it has eaten the Rabbit.

**Main Success Scenario:**

1. Observer will start the game.
2. System displays the Rabbit’s and Snake’s movement and positions within the coordinate system.

*Repeat step 2 until the Snake catches and eats the Rabbit.*

**Extensions:**

1. Rabbit will announce if the Snake is one block away from its current position.
2. Snake will announce that it has eaten the Rabbit once they’re on the same position, concluding the game.

**Special Requirements:**

* Provide text-based movements on the Rabbit’s and Snake’s movement.