

Use-Case Template for Maze Runner Game

Use-case:

Play the Maze Runner game.

Primary actor:

Users or Players.

Preconditions:

Users computers are able to run the game and has functional input devices , for example: keyboard.

Scenario:

Login:

1. As a user, I want to be able to login to the game with my username.
2. As a user, I want to be able to recover my password in case I forget it.
3. As a user, I want to be able to create a new account.

Gameplay:

1. As a player, I want to control the character's movements to navigate randomly generated levels that contain various hazards, enemies, and traps.
2. As a player, I want to collect power-ups and items that provide various abilities and enhancements to my character, such as increased speed, damage, and health.
3. As a player, I want to be able to attack enemies with my equipped weapon and use my collected items to defeat them.
4. As a player, I want to receive rewards for defeating enemies, bosses, and completing levels.
5. As a player, I want to face challenging and unique enemies and bosses with their own abilities and mechanics.
6. As a player, I want to be able to avoid or disarm traps that can harm my character and cause the game to end.
7. As a player, I want to have a limited number of health points that will decrease when I take damage from enemies or traps, and once my health points drop below zero, the game is over.

Level Selection:

1. As a player, I want to be able to choose the difficulty of the game I want to play, with each difficulty level providing a different challenge and reward.
2. As a player, I want to be able to view the details of each level, such as the layout, objective, and hazards.

Items and Power-ups:

1. As a player, I want to collect a variety of items and power-ups that provide unique abilities, enhancements, and effects, such as increased damage, speed, and range, temporary invincibility, and item recharge.
2. As a player, I want to be able to use the collected items and power-ups strategically to progress through the game and defeat enemies.

Enemies and Bosses:

1. As a player, I want to encounter challenging enemies and bosses that have unique abilities, mechanics, and behaviors.
2. As a player, I want to be able to defeat enemies and bosses with my equipped weapon and collected items.

Traps:

1. As a player, I want to encounter various traps in the maze that can harm my character and cause the game to end, such as spikes, explosives, and poisonous gas.
2. As a player, I want to be able to avoid or disarm traps to progress through the game.

Leaderboard:

1. As a player, I want to be able to view my own score and ranking on the leaderboard.
2. As a player, I want to be able to view the scores and rankings of other players.

Settings:

1. As a user, I want to be able to adjust the game's settings, such as sound, graphics,

and controls.

2. As a user, I want to be able to switch the game to full-screen mode.

Exceptions:

Login:

1. If the user enters an invalid username or password, the system should display an error message and prompt the user to try again.
2. If the user's account is locked, the system should display a message informing the user of this and provide instructions on how to unlock the account.

Gameplay:

1. If the player tries to attack an enemy without equipping a weapon, the system should display an error message.
2. If the player tries to equip an invalid weapon (e.g., a weapon that has not been collected), the system should display an error message.

Level Selection:

1. If the player tries to select a level that has not yet been unlocked, the system should display a message informing the player of this and provide instructions on how to unlock the level.

Items and Power-ups:

1. If the player tries to use an item or power-up that is invalid or unavailable, the system should display an error message.

Enemies and Bosses:

1. If the player tries to attack an enemy or boss that has already been defeated, the system should display a message informing the player that the enemy or boss has already been defeated.

Traps:

1. If the player fails to avoid or disarm a trap, the system should display an animation showing the damage taken and provide instructions on how to continue playing.
2. If the player's health points drop below zero, the system should display a message informing the player that the game is over and provide instructions on how to restart or quit the game.

Settings:

1. If the user tries to adjust a setting that is not available or is invalid, the system should display an error message.

Technical Issues:

1. If the player encounters a bug or glitch in the game, the system should provide instructions on how to report the issue and receive assistance.
2. If the player's input causes the system to malfunction, the system should display an error message and provide instructions on how to fix the issue.