

Use-case : Play the game

Actor: Player

Goal in context: Collect all the rewards and win the game

Scenario:

1. The player opens the game.
2. Player presses the start button.
3. The system creates the game window.
4. The system constructs the game board with enemies, traps, rewards, barriers, and main character Hirsch.
5. Player inputs keystroke up, down, left or right.
6. The system moves Hirsch in direction based on player input.
7. If player moves Hirsch to a cell which contains a reward, Hirsch will gain HP.
8. If player moves Hirsch to a cell which contains a trap, Hirsch will lose HP.
9. If Hirsch is in a cell which contains an enemy, the game will end and player loses.
10. If Hirsch loses all HP, the game will end and player loses.

Exception:

1. Player can not move Hirsch to the cells which contain barriers.
2. Player can not win the game if Hirsch moves to end cell without collecting all the reward.