

## Use Cases

### Use case: **Winning the game**

Primary actor: Player

Goal in context: For the player to collect weapons and protective gear and reach an endpoint.

Preconditions: Player plays the game without quitting at any point in the middle

Trigger: The player gets bored and wants to play a game

Scenario:

- Player opens the game app
- The game shows “Press any key to Start” button, “Quit Game” button and “Instructions” button
- Player click “Press any key to Start” button or presses any key to start the game
- Player presses either “w”, “a”, “s” or “d” to go around the maze
- Player avoids enemies and traps, collects all rewards, reaches the “exit” cell and wins the game
- The game shows a winning screen saying “You Escaped” with the score, time and number of bonus awards showing on the screen.

Exceptions:

- Player pauses the game while playing by pressing “ESC”
- Player quits the game while the game is paused by clicking the “Quit” button.
- Player’s score gets below 0 and player loses the game
- Player’s score is higher than any one of the top five scores in the game database, the player is asked to enter their name and the game would put the name on the leaderboards, discarding the minimum score from the previous top five scores

Priority: Maximum priority, basic functions.

When available: First increment

Frequency of use: Frequent

### Use Case: **New Highscore**

Primary actor: Player

Goal in context: Player wins the game and reaches a score that’s higher than previous scores

Preconditions: Player plays the game and wins the game

Trigger: Player reaches a new highscore, higher than any other scores that are on the leaderboard

Scenario:

- The game shows “Press any key to Start” button, “Quit Game” button and “Instructions” button
- Player click “Press any key to Start” button or presses any key to start the game
- Player presses either “w”, “a”, “s” or “d” to go around the maze
- Player avoids enemies and traps, collects all rewards, reaches the “exit” cell and wins the game
- The game shows a winning screen saying “You Escaped” with the score, time and number of bonus awards showing on the screen.
- Player clicks on the “Next” button
- Player is shown a screen saying “New Highscore!” and their score
- Player is prompted to enter their name

Exceptions:

- Player pauses the game while playing by pressing “ESC”
- Player quits the game while the game is paused by clicking the “Quit” button.
- Player’s score gets below 0 and player loses the game
- Player’s score is lower than any one of the top five scores in the game database

Priority: Maximum priority, basic functions.

When available: First increment

Frequency of use: Frequent

### **Use case: Collecting rewards**

Primary actor: Player

Goal in context: For the player to collect rewards (or a bonus reward)

Preconditions: The player is in the game

Trigger: The player sees a reward or bonus reward and wants to get it

Scenario:

- Player press “w”, “a”, “s” or “d” to move forward, left, backward or right
- Player travels towards the reward while avoiding enemies and traps
- Player reaches the cell where the reward is located and moves over the reward, to collect it
- Player’s score is increased and the game would update the score in the interface

Exceptions:

- Player pauses the game while playing by pressing “ESC”
- Player quits the game while the game is paused by clicking the “Quit” button.
- There is a wall in the direction that the player is moving, so the player has to find another path to reach the reward
- The player gets their score reduced below zero by bumping into traps or enemy on their way to the reward, therefore losing the game before they can reach the reward

Priority: Maximum priority, basic functions.

When available: First increment

Frequency of use: Frequent

### **Use case: Zombie Attack**

Primary actor: Player

Goal in context: Avoiding the zombie

Preconditions: The player is in the game

Trigger: The player sees a zombie moving, and wants to avoid it

Scenario:

- Player press “w”, “a”, “s” or “d” to move forward, left, backward or right
- Player travels towards the reward while trying their best to avoid enemies and traps
- The zombie reaches the cell where the player is
- The player loses the game

Exceptions:

- Player pauses the game while playing by pressing “ESC”

- Player quits the game while the game is paused by clicking the “Quit” button.
- The player collects the rewards and makes it out of the maze, therefore winning the game, without ever encountering the zombie
- The player’s score reach below zero and the player loses the game, just by encountering traps, without ever coming across the zombie

Priority: Maximum priority, basic functions.

When available: First increment

Frequency of use: Frequent

### **Use case: Coming across traps**

Primary actor: Player

Goal in context: Avoiding traps

Preconditions: The player is in the game

Trigger: The player sees a trap and tries to avoid it

Scenario:

- Player press “w”, “a”, “s” or “d” to move forward, left, backward or right
- Player travels towards the reward while trying their best to avoid enemies and traps
- Player moves on top of a trap
- Player’s game points are reduced depending on the type of trap it is

Exceptions:

- Player pauses the game while playing by pressing “ESC”
- Player quits the game while the game is paused by clicking the “Quit” button.
- The player collects the rewards and makes it out of the maze, winning the game, without ever encountering a trap
- The player’s score reach below zero and the player loses the game, just by coming across zombies, without ever encountering a single trap

Priority: Maximum priority, basic functions.

When available: First increment

Frequency of use: Frequent