

## **Load Game**

[1]

“Load the state of the game from the last saved data”

### **User Stories:**

- US-9 - Load Game

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have data saved in system already

### **Actor Actions:**

1. Click UI button
3. Choose selection

### **System Actions:**

2. Opens ‘Yes’ or ‘No’ prompt
4. System loads data
5. Prompt disappears
6. System opens game display

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If actor has not met pre-conditions then UI button will not do anything
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## **Save Game**

[2]

“Save the current state of the game”

### **User Stories:**

- US-10 - Save Game

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have started a game session

### **Actor Actions:**

1. Click UI button
3. Choose selection

### **System Actions:**

2. Opens ‘Yes’ or ‘No’ prompt
4. System saves data
5. Prompt disappears

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If actor is not in a game session, the UI button will not be available

## **Pause Game**

**[3]**

“Pause the current state of the game stopping all actions in any state they are in”

### **User Stories:**

- US-6 - Pausing

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have started a game session

### **Actor Actions:**

1. Click UI button
5. Clicks continue

### **System Actions:**

2. Server pauses game state
3. Opens continue UI
4. Waits until actor continues
6. Closes UI
7. Unpauses game state

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If actor is not in a game session then they will not be able to pause the game
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## **Move Character**

**[4]**

“The actor will be able control the character with their inputs”

### **User Stories:**

- US-0 - Controls
- US-1 - Character

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have started a game session
- Must have the a character on the screen to control

### **Actor Actions:**

1. Press WASD, Arrow Keys, Space

### **System Actions:**

2. Server moves character

### **Post-Conditions:**

- Character is not stuck somewhere they shouldn't be

### **Exceptions:**

- If there is an obstacle where the actor is trying to move, the character will not move there

## **Shoot**

**[5]**

“The actor will be able to shoot food with their shoot input key”

### **User Stories:**

- US-8 - Shooting Food

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have started a game session
- Shoot must not be recharging
- Character must not be dead

### **Actor Actions:**

1. Press shoot input button

### **System Actions:**

2. Server sends projectile
3. Server recharges over x time

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If actor is not in a game session then they will not be able to shoot
  - If shoot is recharging it will not fire
  - If character is dead it will not fire
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## **Exit Game**

**[6]**

“Exit the current game state and return to the home screen”

### **User Stories:**

- US-11 - Exit Game

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have started a game session

### **Actor Actions:**

1. Click UI button
3. Choose selection

### **System Actions:**

2. Opens ‘Yes’ or ‘No’ prompt
4. System closes game state
5. Title screen appears

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If there is not a current game state, exit button will not appear

## **New Game**

[7]

“Start a new state of the game from the beginning”

### **User Stories:**

- US-12 - New Game

### **Actors:**

- Player

### **Pre-Conditions:**

- N/A

### **Actor Actions:**

1. Click UI button
3. Choose selection

### **System Actions:**

2. Opens ‘Yes’ or ‘No’ prompt
4. System loads new state
5. Prompt disappears
6. System opens game display

### **Post-Conditions:**

- N/A

### **Exceptions:**

- N/A
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## **Change Controls**

[8]

“Change the default controls for moving or shooting”

### **User Stories:**

- US-13 - Change Controls

### **Actors:**

- Player

### **Pre-Conditions:**

- Must have game state open

### **Actor Actions:**

1. Pause game
2. Click change control UI
3. Click control
4. Press desired button

### **System Actions:**

5. Change control to pressed button

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If game state is not open then pause will not be available

## **Mute Sound**

**[9]**

“Completely turn off the sounds and music of the game”

### **User Stories:**

- US-14 - Mute Button

### **Actors:**

- Player

### **Pre-Conditions:**

- N/A

### **Actor Actions:**

1. Click UI button

### **System Actions:**

2. Inverts the current state of mute

### **Post-Conditions:**

- N/A

### **Exceptions:**

- N/A
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## **Pick Up Item**

**[10]**

“Pick up item from game and equip”

### **User Stories:**

- US-16 - Pick Up Item

### **Actors:**

- Player

### **Pre-Conditions:**

- N/A

### **Actor Actions:**

1. Character touches item

### **System Actions:**

2. Equip item onto character

### **Post-Conditions:**

- N/A

### **Exceptions:**

- N/A

## **Use Item**

[11]

“Use current item that is equipped”

### **User Stories:**

- US-17 - New Game

### **Actors:**

- Player

### **Pre-Conditions:**

- Character must have at least one item equipped

### **Extensions:**

- Gain Health

### **Actor Actions:**

2. Press item button

### **System Actions:**

1. Set up item if it is passive
1. Bind to item key if not passive
3. Run custom item functions

### **Post-Conditions:**

- N/A

### **Exceptions:**

- If there is no item equipped, the item key will do nothing
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## **Change Volume**

[12]

“Lower and raise the volume of the game”

### **User Stories:**

- US-15 - Volume Slider

### **Actors:**

- Player

### **Pre-Conditions:**

- N/A

### **Actor Actions:**

1. Pause game
2. Click and drag volume slider

### **System Actions:**

3. Change volume based off slider

### **Post-Conditions:**

- N/A

### **Exceptions:**

- Same exceptions for Pause use case

## **Gain Health**

[13]

“Gives one or more lives to the player”

### **User Stories:**

- US-18 - Health

### **Actors:**

- Player

### **Pre-Conditions:**

- Player’s character must not be dead
- Must have game state open

### **Extended From:**

- Use Item

### **Actor Actions:**

1. Complete Use Item sequence

### **System Actions:**

2. Check item actions, return action objects
3. If item has Healing action then heal player

### **Post-Conditions:**

- Player gains predetermined amount of lives based on item used

### **Exceptions:**

- If there is no Healing action, the item will not heal the player
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## **Lose Health**

[14]

“Takes away one or more lives from the player”

### **User Stories:**

- US-18 - Health

### **Actors:**

- Player

### **Pre-Conditions:**

- Player’s character must not already be dead
- Must have game state open

### **Actor Actions:**

1. Actor triggers predetermined action

### **System Actions:**

2. Check action effects, return action objects
3. If item has Damage action then damage player

**Post-Conditions:**

- Player loses predetermined amount of lives based on the scenario in which health is lost