Load Game [1]

"Load the state of the game from the last saved data"

Related Use Case:

- New Game

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"

Related Use Case:

- New 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"

Related Use Case:

- New Game

User Stories:

- US-6 - Pausing

Actors:

- Player

Pre-Conditions:

- Must have started a game session

Actor Actions:	System Actions:
1. Click UI button	**2.** Server pauses game state
5. Clicks continue	**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: **System Actions:**

1. Press 'A' or 'LeftArrow'	**2.** Server moves character left
1a. Press 'D' or 'RightArrow'	2a. Server moves character right
1b. Press 'space'	2b. Server makes character jump

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:	**System Actions:**
1. Press shoot input button	**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

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"

Related Use Cases:

- Load Game
- Save Game
- Pause Game

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

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

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:

System Actions:

1. Character touches item   **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

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

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