**Little Animal Horror Zoo**

**Use case LAHZ**

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| Case: Little Animal Horror Zoo |
| Actor: The player |
| Scenario:   * The player moves the rabbit and changes its coordinates by typing a command * The game registers the move and a message shows the location of the rabbit * The game moves the snake towards the rabbit by changing its coordinates and a message shows the location of the snake * A message is shown when the rabbit is one move away from the snake * The player moves the rabbit until the snake and rabbit are on the same spot * The snake eats the rabbit when they are on the same location * When the game ends a message appear and asks if the player wants to restart the game or quit |

**Noun list:**

snake, rabbit, player, command, game, move, location, message, coordinates

**Classes:**

player, rabbit, snake, game

**Attributes:**

location, message, command

**Verb list:**

moves, typing, registers, shows, shown, eats, ends, appear, asks, wants, restart, quit, changes

**Domain Model**

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| --- |
| Class: Rabbit |
| location |

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| --- |
| Class: Player |
| command |

move

Restart, quit, type

register

eats

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| --- |
| Class: Game |
| coordinates  message |

|  |
| --- |
| Class: Snake |
| location |

move

|  |
| --- |
| Rabbit |
| - location: String |
| + getLocationS() |

**Class diagrams**

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| --- |
| Player |
| - command: String |
| + move() |

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| --- |
| Snake |
| - location: String |
| + getLocationR() |

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| --- |
| Game |
| - coordinates: String  - message: String |
| + changeCoordinates()  + gameOver() |