

Title: Raccoon Raiders

Use Case: Starting the game.

Iteration: 2, last modification: March 15th.

Primary Actor: Michael, a gamer.

Goal in context: To begin a game.

Preconditions: Michael has downloaded and installed the game on his computer. The system is fully configured and meets requirements.

Scenario:

1. Michael launches the game.
2. The title screen music begins to play.
3. The system displays the "Title" screen, with the menu buttons: "New Game" and "Quit".
4. Michael selects the "Play" button from the menu.
5. The title screen music stops playing and the in-game music begins to play.
6. The in-game screen is displayed containing the map (SFU AQ), items (coffee, bubble tea, exams), main character (student), enemies (raccoons), and the game begins.

Exceptions:

1. Michael selects the "Quit" button from the main menu - see use case **Exiting the game**.

Priority: Last priority.

Use Case: Playing and winning the game.

Iteration: 2, last modification: March 15th.

Primary Actor: Michael, a gamer.

Goal in context: The game begins with Michael who is a student at SFU and gets a lot of stress. Michael must navigate the world, collect rewards and avoid enemies and punishments. As Michael collects rewards, the score increases. Michael defeats the final boss and wins the game.

Preconditions: The system is fully configured and meets requirements, and Michael has already started the game.

Scenario:

1. The "In-game" screen is displayed.
2. Michael has control over the main character (student).
3. Michael uses the arrow keys on their keyboard to move the main character.
4. Michael walks over the basic rewards (coffee) with the main character to collect them and gain points.
5. Michael walks over the bonus rewards (bubble tea) with the main character to collect them. He gains points and increased movement speed.
6. The score increases as Michael collects all the rewards, and avoids punishments and enemies.
7. The portal opens up.
8. Michael walks through the portal to end the game.
9. The system displays the "Game Over" screen, with Michael's stats, the "Retry" button, and the "Quit" button.

Exceptions:

1. Michael fails to avoid enemies and loses all the main character's health - see use case **Losing the game**.
2. Michael fails to avoid punishments and the score becomes negative - see use case **Losing the game**.

Priority: First priority.

Use Case: Losing the game.

Iteration: 2, last modification: March 15th.

Primary Actor: Michael, a gamer.

Goal in context: To lose the game by collecting punishments or dying to enemies.

Preconditions: The system is fully configured and meets requirements, and Michael has already started the game.

Scenario:

1. The "In-game" screen is displayed.
2. Michael has control over the main character (student).
3. Michael uses the arrow keys on their keyboard to move the main character.
4. Michael walks over the punishments (exams) with the main character, collects them and loses points, or Michael fails to avoid enemies (raccoons) and loses health.
5. The score becomes negative or the health reaches 0.
6. The system displays the "Game Over" screen with Michael's stats, the "Retry" button, and the "Quit" button.
7. Michael selects the "Retry" button and a new game begins.
8. The system displays the "In-game" screen and the position of all characters and items are reset. Michael has another chance to win the game.

Exceptions:

1. Michael quits the game - see use case **Exiting the game**.
2. Michael collects all rewards and successfully avoids all punishments and enemies - see use case **Playing and winning the game**.

Priority: Moderate priority.

Use Case: Exiting the game.

Iteration: 2, last modification: March 15th.

Primary Actor: Michael, a gamer.

Goal in context: To quit the game.

Preconditions: The system is fully configured and meets requirements, and Michael is in the main menu or has paused the game.

Scenario:

1. Michael selects the "Quit" button from the "Title" screen or "Game Over" screen.
2. The application exits.

Priority: Final priority.