

Title: Raccoon Raiders

Use Case: Starting the game.

Iteration: 1, last modification: February 18th.

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 system displays the "Title" screen, with the menu buttons: "Play", "Scoreboard", "Credits", "Exit".
3. The background music begins to play.
4. Michael selects the "Play" button from the menu.
5. The in-game screen is displayed and the game begins.

Exceptions:

1. Michael selects the "Exit" button from the main menu - see use case **Exiting the game**.
2. Michael selects the "Scoreboard" button from the main menu - the scoreboard is displayed with the top five high scores and there is a button to return to the main menu.
3. Michael selects the "Credits" button from the main menu - the credits menu is displayed with the developer's names and there is a button to return to the main menu.

Priority: First priority.

Use Case: Playing and winning the game.

Iteration: 1, last modification: February 18th.

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 fight off enemies. As Michael collects rewards, the progress bar fills up. 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 rewards (coffee and bubble tea) with the main character to collect them and gain points.
5. The progress bar fills up as Michael collects all the rewards, and avoids punishments and enemies.
6. Michael reaches the end of the map.
7. Michael defeats the final boss and the game ends.
8. The system displays the "End Game" screen, a text box and "Submit" button are displayed with the prompt "Enter Initials".
9. Michael types in three letters for his initials and selects the "Submit" button.
10. The system saves their data to the scoreboard on the local machine.
11. The system displays the "Win" screen with Michael's stats and the "Main Menu" button.

Exceptions:

1. Michael fails to avoid enemies - see use case **Losing the game**.
2. Michael's points become negative - see use case **Losing the game**.
3. Michael's health becomes 0 or less - see use case **Losing the game**.

Priority: Moderate priority.

Use Case: Losing the game.

Iteration: 1, last modification: February 18th.

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 with the main character, collects them and loses points, or Michael engages with an enemy or the final boss and fails to survive.
5. The health bar goes down and the points become negative.
6. The system displays the "Lose" screen with Michael's stats and the "Restart" button.
7. Michael selects the "Restart" button and a new game begins.
8. The system displays the "In-game" screen and Michael has another chance to win the game.

Exceptions:

1. Michael pauses and exits the game - see use case **Exiting the game**.
2. Michael collects the rewards and defeats the final boss to win the game - see use case **Playing and winning the game**.

Priority: Moderate priority.

Use Case: Exiting the game.

Iteration: 1, last modification: February 18th.

Primary Actor: Michael, a gamer.

Goal in context: To exit 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 “Exit” button from the “Title” screen or “Pause” screen.
2. The system updates the local save with the most recent scoreboard.
3. The application exits.

Priority: Final priority.