User
-----

display screen appears
create room
join room

Selection screen
----

select character
read button appear in color green
char appear in color if two-player
char appear in black/white if one -player
select screen appears

Starting one/two-player game
----

start one-player game
select screen appears
press ready button

Creating a game session
----

loads the level map
display "level 1"
indicates current level
display health indicator
load player
weapon loaded
wait to be triggered
Enemy Movement
----

move enemy sprints
allow enemy movement
not be allowed to change direction

Enemy Combat
----

use various weapons
will have different
capabilities
dropped upon enemy death
kill a player
Player Movement
----

move a player
autonomous movement
to run
to jump
to crouch
die if player falls
Player Combat
----

not posses
shoot a weapon
pressing a key
touching a spot
kill an enemy shooting it
die by touch
die by one bullet

Player versus Player Combat
----

attach other players
health shall decrease
will decrease by one bar
attached by
lose a life
respawn

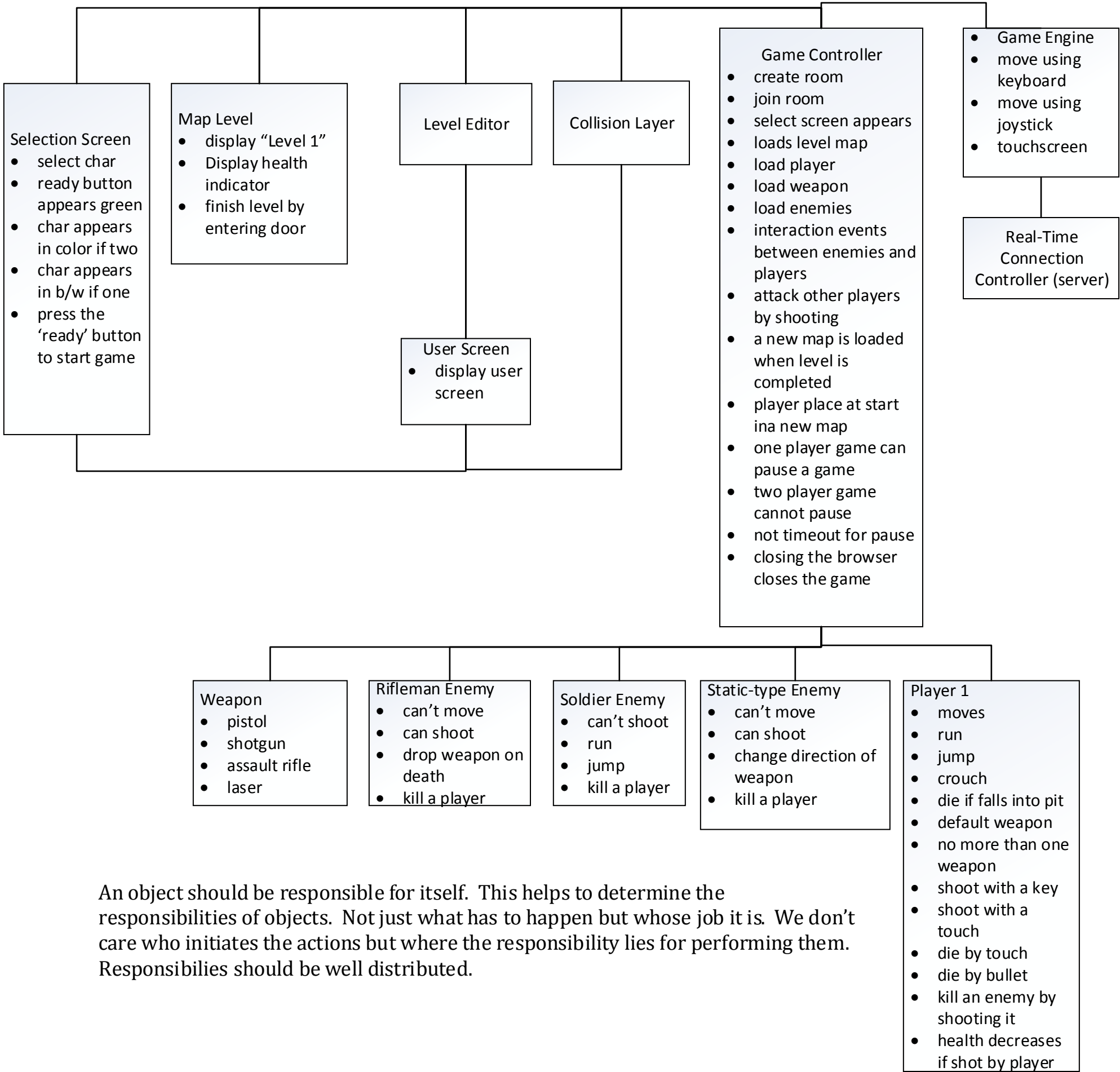**Player completes Mission**
----

designated by door
finish a map
loaded when placed at start
start a new level

Game input device
----

move the player using keyboard
move the player using joystick
move the player using touchscreen
Pausing a game
----

temporarilty halt
not have the ability to pause
handle a max
allow a min
support a min

Selection Screen
- select char
- ready button appears green
- char appears in color if two
- char appears in b/w if one
- press the 'ready' button to start game

Map Level
- display "Level 1"
- Display health indicator
- finish level by entering door

Level Editor

Collision Layer

User Screen
- display user screen

Game Controller
- create room
- join room
- select screen appears
- loads level map
- load player
- load weapon
- load enemies
- interaction events between enemies and players
- attack other players by shooting
- a new map is loaded when level is completed
- player place at start ina new map
- one player game can pause a game
- two player game cannot pause
- not timeout for pause
- closing the browser closes the game

Game Engine
- move using keyboard
- move using joystick
- touchscreen

Real-Time Connection Controller (server)

Weapon
- pistol
- shotgun
- assault rifle
- laser

Rifleman Enemy
- can't move
- can shoot
- drop weapon on death
- kill a player

Soldier Enemy
- can't shoot
- run
- jump
- kill a player

Static-type Enemy
- can't move
- can shoot
- change direction of weapon
- kill a player

Player 1
- moves
- run
- jump
- crouch
- die if falls into pit
- default weapon
- no more than one weapon
- shoot with a key
- shoot with a touch
- die by touch
- die by bullet
- kill an enemy by shooting it
- health decreases if shot by player

An object should be responsible for itself. This helps to determine the responsibilities of objects. Not just what has to happen but whose job it is. We don't care who initiates the actions but where the responsibility lies for performing them. Responsibilies should be well distributed.