**Title:** Create a 1P game

**Actor:** Customer

Scenario:

1. Create a game session (room) in a room selection screne.
2. The system will generate the name of the room or session id.
3. Character selection screne appears
4. User selects 1P
5. User selects character
6. User can input character name or use default name
7. User tells the system that he is ready to start the game.
8. Game session starts

**Title:** Create a 2P game

**Actor:** Customer

1. Create a game session (room) in a room selection screne.
2. The system will generate the name of the room or session id.
3. Character selection screen appears
4. Users selects 2P
5. 1st player selects character
6. 2nd player selects character
7. Users can input character name or use default name
8. Users tell the system that they are ready to start the game.
9. Game session starts

**Title:** Create game session

**Actor:** Player

1. The game must load the map
2. The game must load all sprite classes
3. The game must load dependent game libraries (2D, sound, etc)
4. The user should see characters appear to start the game.

**Title:** Killing an enemy

Prerequisite: game has started

**Actor:** Player

1. The default enemy can be killed by a one bullet.
2. The default eneny can only run.
3. The shooting enemy can be killed by one bullet.
4. The shooting enemy can also shoot bullets.

**Title:** Killing a player

Prerequisite: game has started

**Actor:** Player

1. A player can be killed by one bullet
2. A player can be killed by an enemy touching him.
3. A player can be killed by falling into a pit.

**Title:** Player actions

**Actor:** Player

1. Player can run
2. Player can shoot
3. Player can jump (onto objects)
4. Player can pick up a dropped weapon
5. Player can duck

**Title:** Enemy actions

**Actor:** Enemy

1. Enemy can walk
2. Enemy can run
3. Enemy can shoot
4. Enemy can jump (onto objects)

**Title:** Enemy actions

**Actor:** Enemy

1. Enemy can walk
2. Enemy can run
3. Enemy can shoot
4. Enemy can jump (onto objects)

**Title:** Player kills another player

**Actor:** Player

1. Player can shoot at other player
2. Player can be killed by three bullets from other player
3. A health bar will be displayed for each player during the game.
4. Health bar will decrease when shot.

**Title:** Player completes mission

**Actor:** Player

1. Player reaches the end of the map.
2. The end of the map is designated by a door or portal that he walks through.

**Title:** User action

**Actor:** User

1. User can move using a touch screen on a tablet
2. User can move using a keyboard on a personal computer.

**Title:** User can pause a game

**Actor:** User

1. User can pause a game for an unlimited time
2. User can then restart the game

Metal Slug app