

# Animal Horror Zoo!

The following program must have two characters (snake, rabbit). The animals can move on a 10x10 grid. Both animals can move horizontally, vertically and diagonally. Between each movement the animals will yell out their position. The goal of the game is for the snake to chase the rabbit and ultimately eat it - with a 50% chance for the rabbit to escape by begging for mercy.

**Use case name:** Moving animals

**Level:** User goal

**Primary actor:** The player

**Stakeholders and Interests:**

- The player: To enjoy the game, pass some time and hope to successfully beat the game.
- The developers: To see people enjoy the game, learn from the experience of creating it.
- Also to collect data from peoples play session. (Moves, # of plays, playtime)

**Preconditions:** Game is booted and start sequence is initiated.

**Success guarantee:** When the Snake and Rabbit arrive at a neighboring position and the snake proceeds eat the rabbit.

**Main success scenario:**

1. Player opens program
2. Player presses START
3. Snake moves to random coordinate and says "I am the Snake, I am now standing on square " ", " " .
4. Rabbit moves to random coordinate and says "I am the Rabbit, I am now standing on square " ", " " .  
*Game repeats steps 3-4 until the snake and rabbit are separated by a single square.*
5. Rabbit begs for mercy and says "Nooooooooo please don't eat me".
6. The game randomly chooses a number between 0 -1 to determine if the rabbit escapes.  
*Game repeats steps 3-6 until the random generated number is 1.*
7. Snake eats rabbit and says:. "Omomomomom I'm going to eat you!".
8. Game Over.

**Extensions():**

**1.a. The player is not able to launch the program.**

- Reboot game.

**7.a. The snake doesn't eat the rabbit.**

- Infinitely small chance, if encountered reboot game.

**Special Requirements():**

- JAVA environment

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**Features:** Singleplayer game, Able to lose and win, Score points, Customization (Color schemes) Feature that let's you play as both characters (Snake, Rabbit)

**Usability:** Needs to run on a computer, all systems (MacOS, Linux, Windows)

**Reliability:** We expect the program to run successfully every time with no errors. If the program should encounter an error, the program will throw an exception and prompt the user.

**Performance:** The game should only execute code and display it to console.