

## Use cases

### Use case: Start Game

Short description: How the user start the game.  
Priority: HIGH  
Extends or includes: None?  
Participating actors: The player (TP)  
Normal flow of events:

| Actor                        | System                                                                          |
|------------------------------|---------------------------------------------------------------------------------|
| TP click "Start Game"-button |                                                                                 |
|                              | The game loads the first level.                                                 |
|                              | System change the view from main menu and load the first level from an array(?) |

### Use case: Move

Short description: How the player move the character.  
Priority: HIGH  
Extends or includes: None?  
Participating actors: Kangaroo  
Normal flow of events:

| Actor                                                      | System                                                              |
|------------------------------------------------------------|---------------------------------------------------------------------|
| TP press down right arrow-button, Kangaroo do not collide. |                                                                     |
|                                                            | System set Kangaroo's new position                                  |
|                                                            | Remove the old Kangaroo and paint Kangaroo in his/her new position. |

Alternate flow: Kangaroo collide with something. See UC: Colission or Item

### Use case: Collision

Short description: How the player move the character.  
Priority: HIGH

Extends or includes: None?  
Participating actors: Kangaroo  
Normal flow of events:

| Actor                 | System                                                  |
|-----------------------|---------------------------------------------------------|
| TP moves into an wall |                                                         |
|                       | System set Kangaroo's position to its previous position |
|                       |                                                         |

Alternative flow: Kangaroo collide with creature, if collision from above, the creature is removed from game map in some cases and player bounce up in the air.

Alternative flow: Kangaroo collides with an item. If collision, the player will get the power up which corresponding to the item that the player collides with.

## Use case: Options

Short description: How the player changes the different options in the game.  
Priority: Medium/Low  
Extends or includes: None?  
Participation actors: The player.  
Normal flow of events:

| Actor                                             | System                                     |
|---------------------------------------------------|--------------------------------------------|
| TP click "Options"-button                         |                                            |
|                                                   | The GUI loads the Options frame.           |
| TP changes whatever option (s)he wants to change. |                                            |
|                                                   | The system saves the info that is changed. |

## Use case: Pause

Short description: Allows the player to pause the game  
Priority: low  
Extends or includes: Exit, Options

Participating actors: Kangaroo

Normal flow of events:

| Actor                | System                                    |
|----------------------|-------------------------------------------|
| TP pauses the game   |                                           |
|                      | System freezes all the positions          |
| TP unpauses the game |                                           |
|                      | System allows the positions to be changed |

Alternative flow:

pause,

If the player has reached the goal, the game will not

but continue as normal.

Exeptional flow:

The game freezes and won't start again

# Use case: Item

Short description: The TP collides with an item

Priority: Low

Extends or includes: None?

Participating actors: Kangaroo

Normal flow of events:

| Actor                    | System                                                              |
|--------------------------|---------------------------------------------------------------------|
| TP collides with an item |                                                                     |
|                          | System gives the kangaroo the right power-up                        |
|                          | Remove the old Kangaroo and paint Kangaroo in his/her new position. |

Alternate flow: If Kangaroo already have an item, the current item will be replaced with the new one.