

Use cases

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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/left 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: If the player has reached the goal, the game will not pause,
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.