# Use Case: Animal Horror Zoo

Title: Choose your character

Actor: player 1

Scenario:

1: Player 1 starts the game.

2: Player 1 chooses to be the rabbit or the snake.

3: The game starts.

Title: Move your character

Actor: player 1

Scenario:

1: Both the snake and the rabbit spawns at a random location.

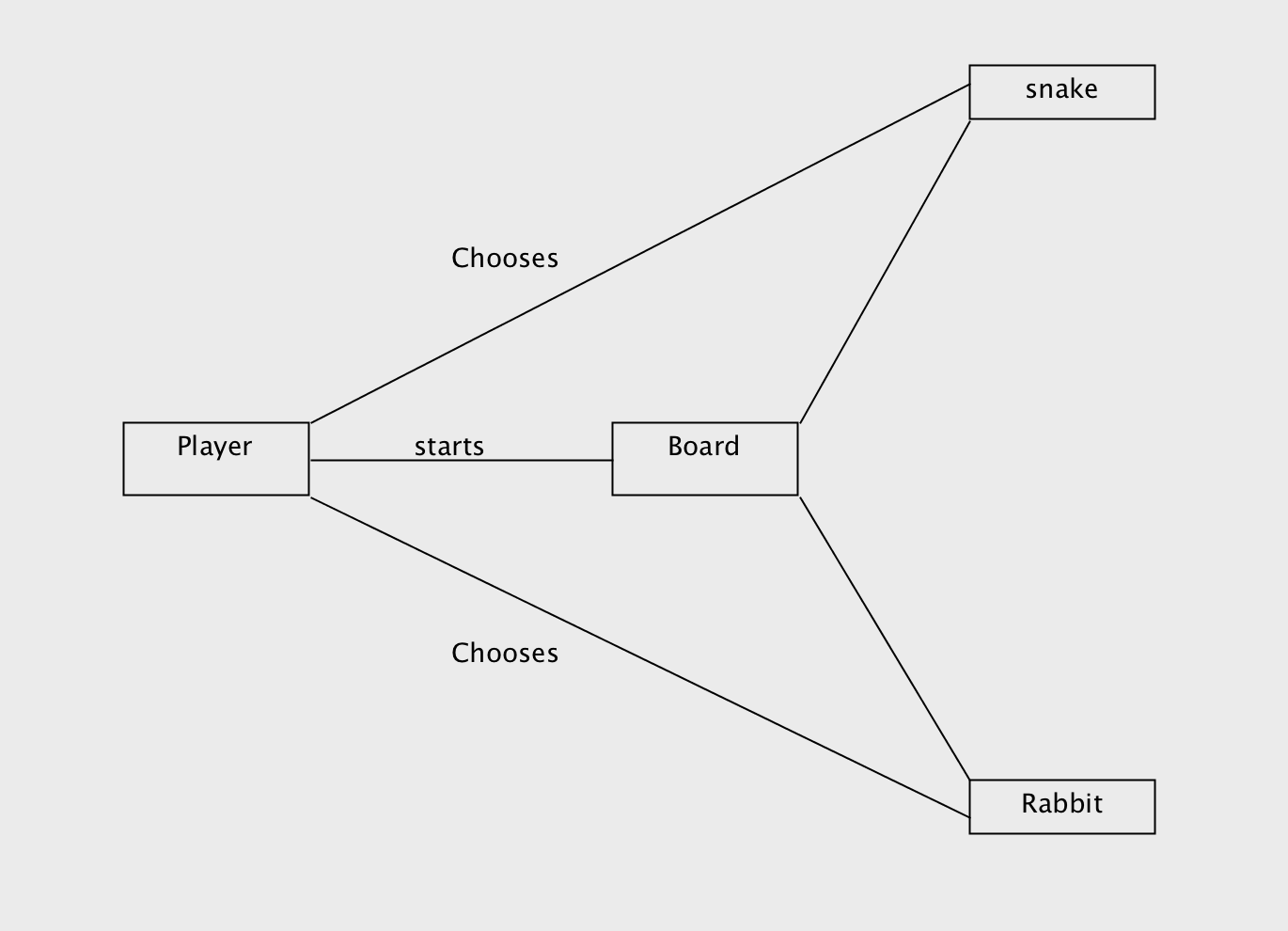
2: Player 1 is now presented with 4 movement options (up, down, left and right).

3: Player 1 chooses his move.

4: Player 1 is told where the snakes location is.

5: Player 1 moves until he is caught.

# Domain Model:



# Class Diagram

|  |
| --- |
| board |
| +main[] |
|  |

|  |
| --- |
| Rabbit |
| - Name: String = “Rabbit”  - x: int = 1  - y: int = 10 |
| + move right()  + move left()  + move up()  + move down()  + getLocation(): String  + printlocation(): String  + ask for mercy() |

|  |
| --- |
| Snake |
| - Name: String = “Snake”  - x: int = 10  - y: int = 1 |
| + move right()  + move left()  + move up()  + move down()  + getLocation(): String  + printLocation(): String  + kill rabbit() |