

# Use cases

**Use case:** player navigates the board(building)

**Primary Actor:** Player (celebrity)

**Goal in Context:** Allow user to see the board and control the player

**Preconditions:** The game allows the user's input to move the character

**Trigger:** User loads game

**Scenario:**

- The player starts the game
- Board and player load successfully and displays all barriers, enemies, traps, disguises, countdown clock, and fans (bonus rewards)
- Player uses arrow keys to move up, down, right, and left
- The player moves according to input

**Exceptions:**

- The game does not load on start or next level
- The player cannot move
- One or multiple user inputs do not work

**Priority:** Essential

**Frequency of Use:** Frequent

**Use case:** player wins the game

**Primary Actor:** Player(celebrity)

**Goal in Context:** Gather all keys, find the exit and beat the countdown clock

**Preconditions:** All keys have been found and the player does not have negative score and has not run out of time

**Trigger:** Player collects all keys and successfully finds and uses the exit in time

**Scenario:**

- Player observes the board and locates all keys
- Player avoids all enemies, traps, and barriers
- Player safely locates and exits
- Player beats the countdown clock

**Exceptions:**

- The player is caught by the paparazzi
- The player falls in the trap multiple times and gets a negative score
- The player does not collect all keys
- The clock runs out before the player finishes

**Priority:** Moderate, to be implemented after base game functions

**Frequency of Use:** Infrequent

**Use case:** player gains bonus reward

**Primary Actor:** Player (celebrity)

**Goal in Context:** the player collecting bonus rewards by encountering fans

**Preconditions:** game loads fans (bonus rewards)

**Trigger:** Player uses controls to encounter fans and gather bonus rewards

**Scenario:**

- Game loads with fans and the player can locate them
- The player uses assigned controls to move and find paths through the maze
- The player avoids all barriers, enemies, and traps
- The player gets close to the fan and the bonus reward score counter increments

**Exception:**

- The player is caught by the paparazzi or get a negative score because of the traps (cameras)
- The clock runs out
- fans do not appear on the board

**Priority:** Essential

**Frequency of Use:** Frequent

**Use case:** player collects regular rewards(disguise)

**Primary Actor:** Player (celebrity)

**Goal in Context:** the player collecting disguises (regular rewards)

**Preconditions:** game loads the disguises (regular rewards)

**Trigger:** Player uses controls to encounter and gather the rewards

**Scenario:**

- Game loads with the disguises and the player can locate them
- The player uses assigned controls to move and find paths through the maze
- The player avoids all barriers, enemies, and traps
- The player gets close to the cell with the disguise and occupies the disguise

**Exception:**

- The player is caught by the paparazzi or get a negative score because of the traps (cameras)
- The clock runs out
- disguises do not appear on the board

**Priority:** Essential

**Frequency of Use:** Frequent

**Use case:** player avoids the moving enemy(paparazzi)

**Primary Actor:** Player (celebrity)

**Goal in Context:** avoid getting caught by the paparazzi

**Preconditions:** game loads the paparazzi

**Trigger:** The player sees the paparazzi and tries to avoid or getting in contact with them

**Scenario:**

- Game loads with the paparazzi
- The player uses assigned controls to move and find paths through the maze
- The player sees the paparazzi and moves in the different way to avoid them

**Exception:**

- The player is caught by the camera multiple times and gets a negative score
- The clock runs out
- The paparazzi do not appear on the board

**Priority:** Essential

**Frequency of Use:** Frequent

**Use case:** player avoids traps(cameras)

**Primary Actor:** Player (celebrity)

**Goal in Context:** avoid getting in sight of the traps (cameras in the mall)

**Preconditions:** game loads the traps or cameras

**Trigger:** The player sees a trap(camera) and tries to avoid it

**Scenario:**

- Game loads with the traps (cameras)
- The player uses assigned controls to move and find paths through the maze
- The player sees the trap (camera) and moves in the different way to avoid them

**Exception:**

- The player is caught by the paparazzi
- The clock runs out
- The traps(cameras) do not appear on the board

**Priority:** Essential

**Frequency of Use:** Frequent