Needit Feedit Play Game Use Cases:

1. The starting screen consists of the name of our game, a start button, and instructions and credits buttons.
2. Player selects start button. A new screen appears that contains a list of unlocked ecosystems that the player can choose from.
3. Player selects an ecosystem.
4. Three organisms appear on the bottom of the screen with two health bars below each of them (health bars start out half full). Resources appear moving across the top of the screen from left to right. The health bars are decrementing over time for the duration of the timer displayed on the top of the screen (timer counts down from 1 minute). Each health bar contains a small icon of a specific resource the organism needs to survive.
5. Player selects and drags a resource. (NOTE: Because the game is multi-touch enabled, step 5 can happen multiple times simultaneously)
6. Player releases resource.
   1. Over a correct organism: the organism and score highlights, score increases (by 10pts), and the health bar with a matching icon to the resource will fill up by an amount inversely proportional to how much the organism needs the resource to survive.
   2. Over an incorrect organism: the score highlights red and decreases (by 5pts), and the resource floats back up to the top and continues across the screen.
   3. Anywhere else: the resource floats back up to the top and continues across the screen.
7. Player selects pause button. A pause screen appears that contains a resume and main menu button.
   1. Player selects resume button. Return to step 4.
   2. Player selects main menu button. Return to step 1.
8. Handle end-level cases.
   1. If a health bar decreases becomes empty or decreases to a value of 0 before the timer runs out, the organism dies and the player loses the level. A lose screen will appear with the player’s score, a retry level button and a main menu button.
      1. Player selects retry level button. Return to step 4.
      2. Player selects main menu button. Return to step 1.
   2. If all health bars are not empty when the timer runs out, all the organisms survived and the player beat the level. A win screen will appear with the player’s score, the current high score of the level, a next level button and a main menu button. (if all bars are filled before the timer runs out, a bonus score is displayed in the win screen)
      1. Player selects next level button. Return to step 4.
      2. Player selects main menu button. Return to step 1.