**Little animal horror zoo**

# USE CASES

Title: Rabbit movement

Actor: Player

Scenario:

1. Player moves the Rabbit by commands
2. System tells Rabbit to move in player chosen direction
3. System informs Player about Rabbit location.

Title: Snake movement

Actor: System

Scenario:

1. System decides Snakes movement
2. Snake moves
3. The system prints the location every third move.

Title: Collision

Actor: System/Rabbit

Scenario:

1. Snake / Rabbit can’t move out of the map
2. Snake / Rabbit collides with each other
3. The Rabbit begs for mercy
4. The Rabbit has a 10% chance to survive

Game exits if the Rabbit is killed.



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| --- | --- |
| Name | Rabbit |
| Attributes | * name : String = “Rabbit” * rabbitXPosition : int = 5 * rabbitYPosition : int = 5 |
| Methods | * moveUp() * moveDown() * moveLeft() * moveRight() * getRabbitXPosition() * getRabbitYPosition() * (constructor) rabbit() |

|  |  |
| --- | --- |
| Name | Snake |
| Attributes | * Name : String = “Snake” * snakeXPosition : int = 1 * snakeYPosition : int = 1 |
| Methods | * getSnakeXPosition() * getSnakeYPosition() * moveUp() * moveDown() * moveLeft() * moveRight() * (constructor) snake() |

|  |  |
| --- | --- |
| Name | RunAHZ |
| Attributes | null |
| Methods | Public static void main() |

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| --- | --- |
| Name | Gameboard |
| Attributes | null |
| Methods | collision() |