Use Cases:

Use Case	Actor(s)	Description
Movement	Player (Primary), Enemy (Secondary)	Can move up, down, left and right
Acquire items	Player (Primary), NPC (Secondary)	1. Player can collect items in game level 2. Player can receive bonus items in game level from NPC's
Deposit Items	Player	Player deposits collected items into boss' coffee

Open doors	Player	Player can interact with doors in game world
		   1. Doors can be safepoints
		      a. Safepoint will provide player with bonus rewards and reset enemies positions
		   2. Doors can be traps
		      a. Enemy player will be hiding behind door and punish player

Increase Score	Player	Player can increase score by collecting items and bonus awards
Complete level	Player	Win level by collecting all the items on the map and depositing them in coffee
Beat game	Player	Player can beat the game by successfully completing all of the levels

Punishment	Player	Player is punished if steps on trap door panel
		   1. Player loses 1 life
		   2. Player loses 1 collected item and that item is returned to its initial position
		   3. Points are deducted from total score
		
		Player loses game if they lose all of their lives