Use case: play the game
Primary actor: game player
Goal in context: to win the game
Pre-conditions: game system must recognize and identify the keyboard and the mouse.
Trigger: the player decides to start playing the game.

Scenario:
1. The player compiles and runs the game program.
2. A window pops out.
3. The player clicks "Start" to start the game or "Exit" to exit the game
4. System loads the main character and displays the game map
5. Player controls the main character to move up, down, left and right by pressing the keys (with or without the instruction) on the keyboard.
6. Player collects all the carrots in the map by moving to the cell that contains the carrot.
7. Player goes to the exit door after collecting all carrots and wins the game.

Exceptions:
1. Player wants to look at the game rules before starting the game. See use case: game rule.
2. Player moves to a cell containing a reward. See use case: encounter reward.
3. Player moves to a cell containing an enemy. See use case: encounter enemy.

Channel to actor: via PC-based browser and Internet connection.

Use case: Accessing Game Rule
Primary actor: game player
Goal in context: to understand how to play the game
Pre-conditions: player need to know the instruction for the game
Trigger: the player decides to play the game with instruction.

Scenario:
1. The player click "Rules" when player don't know how to play the game
2. Pop out the instruction including moving control and how to win
3. Return to the main page.

Channel to actor: via PC-based browser and Internet connection.

Use case: Encounter reward

Primary actor: game player
Goal in context: to know what happen when steps on a reward
Pre-conditions: player need to start the game
Trigger: the player steps on a reward.

Scenario:
1. The player steps on a reward.
2. If it's a carrot, it will add 5 points to the total score.
3. If it's a med kit, it will add 10 points to the total score.

Exceptions: Player moves to a cell containing an enemy. See use case: encounter enemy.
Channel to actor: via PC-based browser and Internet connection.

Use case: Encounter an enemy
Primary actor: game player
Goal in context: to know what happens when players get in contact with an enemy.
Pre-conditions: player needs to start the game.
Trigger: the player encounters an enemy.

Scenario:
4. The player passes through an enemy..
5. If it's a spoiled carrot, 10 points will be deducted from the total score.
6. If it's a wolf, the game ends and the player loses.

Exceptions: Player moves to a cell containing an award. See use case: encounter enemy.
Channel to actor: via PC-based browser and Internet connection.