

Little animal horror zoo - Use Case

Use cases:

Start game

Play game

End game

Show commands

Title: - What is the goal

Actor: - who desires it?

Scenario: - How is it accomplished

Title: **(UC #1)** Start game

Actor: Player

Scenario:

- start game
- new game
- Single or Multiplayer
- select snake/rabbit
- if single difficulty

Title: **(UC #2)** Play game

Actor: player/players and AI

Scenario:

- rabbit starts
- snake moves after rabbit
- continue until catch
- if catch dialog
- if catch end game
- if over 20 turns fail
- if fail prompt continue

Title: **(UC #3)** End game

Actor: Player/players and AI

Scenario:

- if win show win screen
- show win message
- prompt to write name (for highscore)
- show highscore
- menu/exit game

Title: **(UC #4)** Show commands

Actor: Player/players

Scenario:

- enter game
- write in console
- type "help"
- help info in listformat

Title: **(UC #5)** Show Highscore

Actor: **Player/players**

Scenario:

- enter game
- write in console
- type highscore
- look at highscore

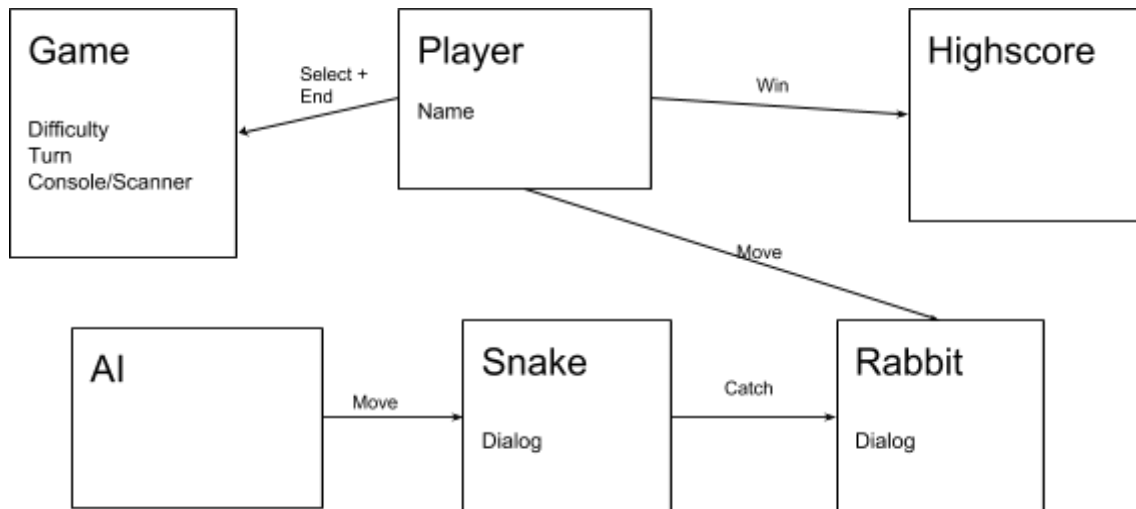
Nouns:

Game	Single	Multiplayer	snake	rabbit	Difficulty
Player	AI	Dialog	turn	prompt	screen
message	name	highscore	menu	console	listformat

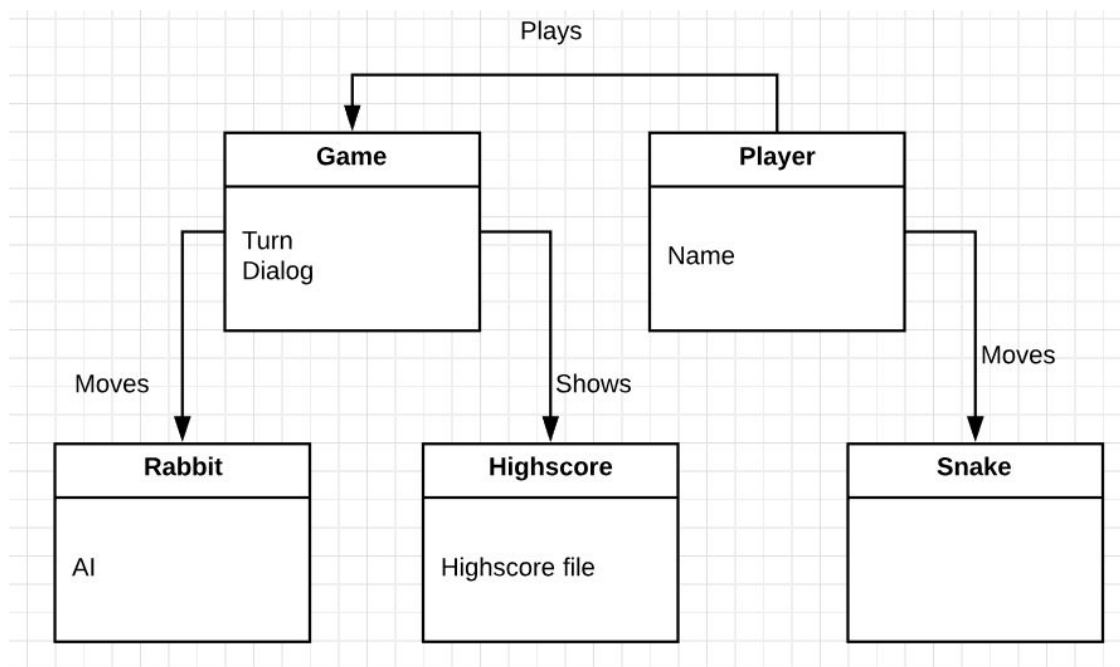
Verbs:

Start	select	move	continue	catch	end
fail	win	show	write	enter	exit
type					

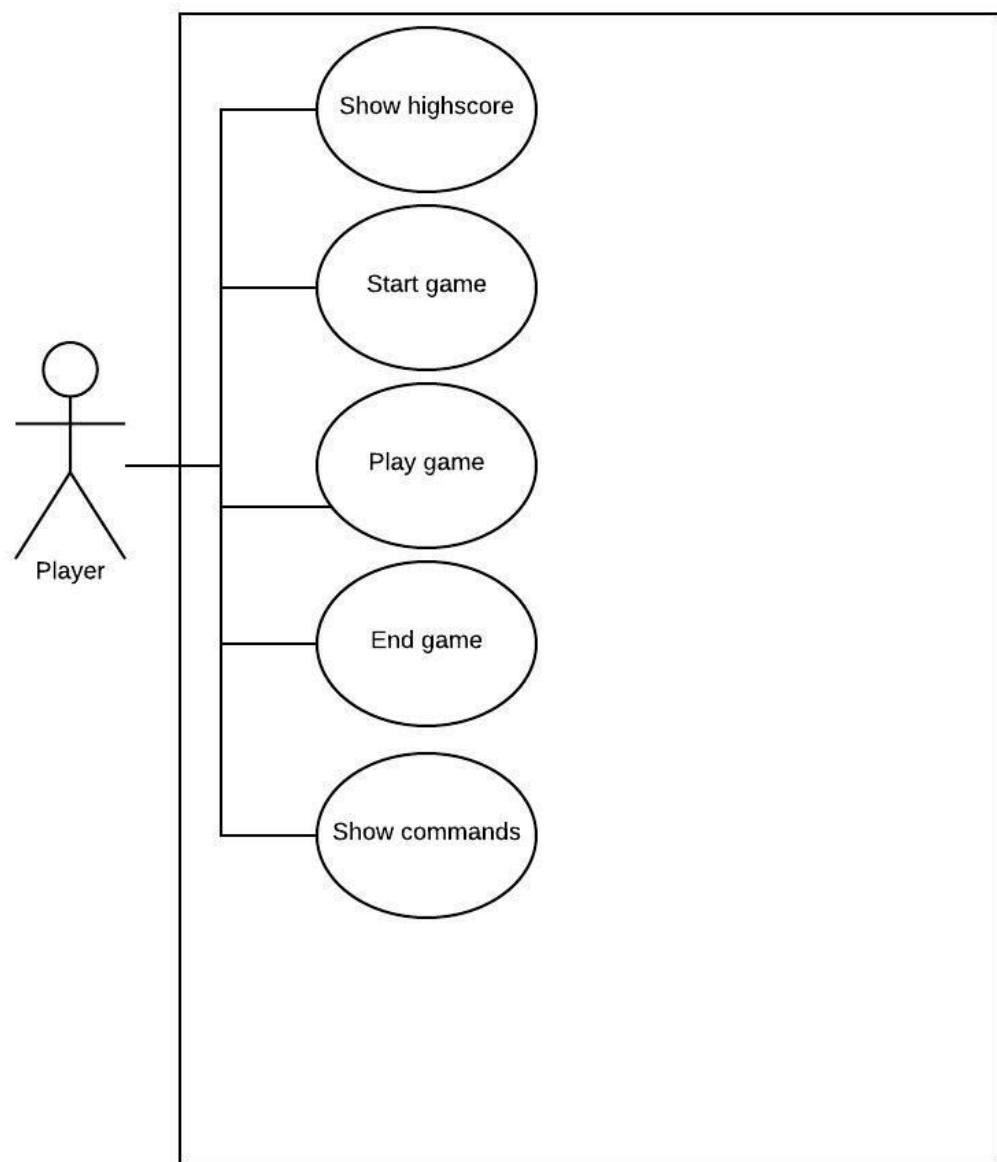
Domain Model:



2nd revision



Use case diagram:



Klasse Diagram

