Use Case – Fully Dressed Format

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| **Use Case Name: Gameplay Loop** | | | **ID:** | | **Priority:** | |
| **Brief Description : Survive as long as possible** | | | | | | |
| **Actor: The Player** | | | | | | |
| **Trigger:**  **Type 🞎 External 🞎 Temporal** | | | | | | |
| **Preconditions:**  The Player Starts game by pressing “game start” button | | | | | | |
| **Normal Course**  The Player is dropped into area filled with hostiles  Player fights hostiles  Hostiles droop currency to upgrade Player  Player collects currency  Player returns to base located in center of map  Player upgrades stats of their self  New wave of hostiles arrive in area  Once Player is defeated by hostiles the Game is over | | | | **Information for Steps** | | |
| **Alternative Course(s):** | | | | | | |
| **Postconditions:**  Player is booted back to main menu to ether start or exit the game. | | | | | | |
| **Exceptions:** | | | | | | |
| **Summary:**  **Inputs Source Outputs Source** | | | | | | |
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