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| Use Case: | Normal game movement. |
| Primary Actor: | Player (Prometheus). |
| Goal In Context: | To gather all the fire in order to make their escape to heavens. |
| Preconditions: | The player has entered the board/ started the game play. |
| Trigger: | Using the arrow keys on the keyboard to direct the movement of the character. Each arrow shows the respective direction of movement. |
| Scenario: | Normal gameplay. |
| Exceptions: | When the player encounters a wall, he cannot directly move through the wall unless the wall contains a door and the player possess the key. |

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| Use Case: | Contact with the enemy (Minotaur). |
| Primary Actor: | Player and Minotaur. |
| Goal In Context: | The goal is to avoid the Minotaur but if Prometheus comes in contact with it, Prometheus dies and the game comes to an immediate end. |
| Preconditions: | The game should be running and the Minotaur and Prometheus are supposed to be on the same tile. |
| Trigger: | The trigger is that during normal gameplay the player comes in contact with the enemy which is Minotaur in this case. |
| Scenario: | Minotaur and Prometheus are on the same tile. |
| Exceptions: | There are no exceptions for this use case. If both characters come in contact, the game ends without any other choice. |

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| Use Case: | Room with a trap. |
| Primary Actor: | Player (Prometheus). |
| Goal In Context: | The goal is to avoid rooms with traps and win the game. If the player gets into a trap, it will lower the game score and can eventually lead to the end of the game. |
| Preconditions: | Normal gameplay. |
| Trigger: | The player enters the room that contains a trap. |
| Scenario: | The player has entered the room with a trap and now his/her game score will decrease and if the score goes below zero, the game ends. |
| Exceptions: | There are no exceptions, unless the player avoids entering the rooms in general. |

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| Use Case: | Room with a treasure chest. |
| Primary Actor: | Player (Prometheus). |
| Goal In Context: | The goal is to win bonus reward from the chest in order to win the game with the highest score possible. |
| Preconditions: | The player should encounter a treasure chest during normal game play. |
| Trigger: | The player reaches the tile with the treasure chest. |
| Scenario: | The player opens the chest. It can either contain a bonus reward or a trap. |
| Exceptions: | The player avoids all the treasure chests as they are not required to complete the game. |

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| Use Case: | Winning the game. |
| Primary Actor: | Player (Prometheus). |
| Goal In Context: | The goal is to win the game with the with the highest score possible and avoiding enemies and traps. |
| Preconditions: | The player should collect all the fires (regular rewards) in order to finish the game and exit through the exit point. |
| Trigger: | The player is done collecting all fires (regular rewards). |
| Scenario: | The player collects the last fire (regular reward) and heads towards the exit point, still avoiding the enemies and traps. |
| Exceptions: | The player hasn't collected all the fires (regular rewards). Or the player died due to score below zero or contact with the enemy. |