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|  | UCMMS01 | |
| Use Case Name | Start new game | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player starts a new game | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at main menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player selects new game option on menu | 1.2 System loads game scene |
| Exception Conditions |  | |

Main Menu System

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| Use Case # | UCMMS02 | |
| Use Case Name | Player loads a game | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to load an existing game file | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at main menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects load game option.   1.3 Player selects game file they wish to load. | 1.2 System returns list of saved games.  1.4 System loads selected game file. |
| Exception Conditions |  | |

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| Use Case # | UCMMS03 | |
| Use Case Name | Player selects settings | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player chooses settings they wish to use. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at main menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects settings option   1.3 Player changes settings to what they desire them to be. | 1.2 System loads list of settings.  1.4 System applies settings changes to game. |
| Exception Conditions |  | |

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| Use Case # | UCMMS04 | |
| Use Case Name | Player quits game | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player quits game to close application. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at main menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects quit game option on menu.   1.3 Player chooses yes or no | 1.2 System prompts player asking if they’re sure they wish to quit.  1.4 System closes application. |
| Exception Conditions |  | |

Load Menu System

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| --- | --- | --- |
| Use Case # | UCLMS01 | |
| Use Case Name | Player selects save file | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to load an existing game file | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at load menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player selects file they wish to load. | 1.2 System loads selected game file. |
| Exception Conditions |  | |

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| --- | --- | --- |
| Use Case # | UCLMS02 | |
| Use Case Name | Player deletes file | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to delete an existing save file. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at load menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects file they wish to delete.   1.3 Player chooses yes or no option. | 1.2 System prompts asking if player is sure they wish to delete file.  1.4 System deletes chosen game file. |
| Exception Conditions |  | |

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| Use Case # | UCLMS03 | |
| Use Case Name | Player deletes all files | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to delete all existing save files. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at load menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects delete all option from load menu.   1.3 Player chooses yes or no option. | 1.2 System prompts asking if player is sure they wish to delete all files.  1.4 System deletes all existing save files. |
| Exception Conditions |  | |

Settings Menu System

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| Use Case # | UCSMS01 | |
| Use Case Name | Player adjusts game audio | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to adjust the game audio volume | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at settings menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects change audio option.   1.3 Player moves slider to desired volume. | 1.2 System shows volume slider  1.4 System applies volume change to game audio. |
| Exception Conditions |  | |

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| Use Case # | UCSMS02 | |
| Use Case Name | Player adjusts game music | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to adjust the game music volume | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at settings menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects change music option.   1.3 Player moves slider to desired volume. | 1.2 System shows volume slider  1.4 System applies volume change to game music. |
| Exception Conditions |  | |

Pause Menu System

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| Use Case # | UCPMS01 | |
| Use Case Name | Player resumes game | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to resume game after pausing. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at pause menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects resume game option. | 1.2 System resumes game play. |
| Exception Conditions |  | |

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| Use Case # | UCPMS02 | |
| Use Case Name | Player saves game | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to save their current game. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at pause menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects save game option. | 1.2 System writes current save data to file. |
| Exception Conditions |  | |

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| Use Case # | UCPMS03 | |
| Use Case Name | Player quits game. | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to quit current game. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is at pause menu | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| * 1. Player selects quit game option.   1.3 Player selects yes or no option | * 1. System prompts asking if player wants to save before quitting.   1.4.1 System saves game and quits.  1.4.2 System does not save game and quits. |
| Exception Conditions |  | |

Game Scene

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| Use Case # | UCGMS01 | |
| Use Case Name | Player moves character | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to move the player character | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses A or D Key. | 1.2 System moves player character in left or right direction respectively. |
| Exception Conditions |  | |

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| Use Case # | UCGMS02 | |
| Use Case Name | Player jumps | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants the player character to jump | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses spacebar. | 1.2 System makes player character jump upward. |
| Exception Conditions |  | |

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| Use Case # | UCGMS03 | |
| Use Case Name | Player climbs ladder | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to climb a ladder | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene and is in front of a ladder. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses W and S Keys | 1.2 System moves player character up and down ladder respectively. |
| Exception Conditions |  | |

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| Use Case # | UCGMS04 | |
| Use Case Name | Player shoots gun | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to use the characters gun. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses right mouse button. | 1.2 Player character shoots gun in direction of player mouse. |
| Exception Conditions |  | |

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| Use Case # | UCGMS05 | |
| Use Case Name | Player uses whip | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to use the characters whip. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses left mouse button. | 1.2 Player character whips in direction of mouse. |
| Exception Conditions |  | |

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| Use Case # | UCGMS06 | |
| Use Case Name | Player swings across gap | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to swing across a gap in the level. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene and there is a gap that can be swung across. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses left mouse button while mouse is aimed at swing point. | 1.2 Player character whips at swing point and swings across gap. |
| Exception Conditions |  | |

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| Use Case # | UCGMS07 | |
| Use Case Name | Player attacks enemy | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player wants to attack an enemy. | |
| Actors | Player, System, Enemy | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player presses left or right mouse button in direction of enemy. | 1.2 Player character attacks in direction of enemy, and enemy’s health is lowered upon contact.  1.3 System checks if enemies health is 0 and if so removes enemy from play. |
| Exception Conditions |  | |

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| Use Case # | UCGMS08 | |
| Use Case Name | Player is hurt by enemy | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player comes into contact with enemy sprite or projectile. | |
| Actors | Player, System, Enemy | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Enemy/projectile comes into contact with player character. | 1.2 Player characters’ health is lowered by 1. |
| Exception Conditions |  | |

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| Use Case # | UCGMS09 | |
| Use Case Name | Player dies | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player health reaches 0. | |
| Actors | Player, System | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
|  | * 1. Player health reaches 0, and death animation is played.   2. Character is returned to last checkpoint/start of level. |
| Exception Conditions |  | |

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| Use Case # | UCGMS10 | |
| Use Case Name | Player collects coin/gem | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player comes into contact with coin/gem sprite | |
| Actors | Player, System, Coin/Gem | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player makes contact with coin/gem sprite. | 1.2 System increases player coin total. |
| Exception Conditions |  | |

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| Use Case # | UCGMS11 | |
| Use Case Name | Player gets 100 coins | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player coin total reaches 100. | |
| Actors | Player, System, Coin/Gem | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Character collects 100th coin | 1.2 System increases player life count by 1. |
| Exception Conditions |  | |

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| Use Case # | UCGMS12 | |
| Use Case Name | Player finishes level | |
| Scenario |  | |
| Triggering Event |  | |
| Brief Description | Player reaches the end of the current level. | |
| Actors | Player, System, Enemy | |
| Related Use Cases |  | |
| Stakeholders |  | |
| Pre-conditions | Player is in active game scene. | |
| Post-conditions |  | |
| Flow of Events | Actor | System |
| 1.1 Player crosses end of level threshold. | 1.2 System displays level complete text.  1.3 System loads next game scene. |
| Exception Conditions |  | |