**Use Case UC1: Build the Game**

**Scope:** “Need for Spear”  
**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to build the game by specifying the number of each type of obstacle on the screen, and changing their places and adding/removing obstacles by mouse clicks.

**Preconditions:** -

**Success Guarantee (Postconditions):** The non-overlapping obstacles are placed in the specified numbers. The minimum criteria in the building mode are satisfied. The Player is able to save or play the game.

**Main Success Scenario:**

1. Player enters building mode.
2. Player specifies the number of each type of obstacle on the right side of the screen in the building mode.
3. The obstacles are placed randomly on the screen by the system in specified numbers.
4. Player adds/removes some of the obstacles or changes their places by mouse clicks.
5. Player starts playing.

**Extensions:**

4a. Player tries to overlap obstacles:

1. The system rejects.
2. The obstacle goes back to its initial position.

5a. Player cannot play because the minimum criteria are not satisfied.

1. The system shows a warning of minimum criteria.
2. Player adjusts the number of obstacles considering the criteria.
3. The obstacles are placed successfully.
4. Player starts playing.

**Frequency of Occurrence:** Once before playing.