**Use Case UC2: End the game**

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

**Primary Actor:** Player

**Stakeholders and Interests:**

- The Player: Wants to win the game.

**Preconditions:** Player must have at least one remaining chance.

**Success Guarantee (Postconditions):** The last obstacle gets hit or while the player has one chance left, the enchanted sphere must fall or the remains of an explosive obstacle must hit the Noble Phantasm while the player has one chance left.

**Main Success Scenario:**

1. Player moves/rotates the Noble Phantasm to catch and redirect the enchanted sphere.
2. The redirected enchanted sphere hits the last obstacle.

**Extensions:**

1a. The Noble Phantasm gets hit by the remains of an explosive obstacle.

1. Player loses their last chance.
2. The game ends.

1b. The Noble Phantasm misses the Enchanted Sphere to lose the last chance.

1. Player loses their last chance.
2. The game ends.

1c. The Noble Phantasm’s length can change with a gift.

1. The enlarged NP gets hit by the remains of an obstacle.
2. Player loses their last chance.
3. The game ends.

**Frequency of Occurrence:** Once in each game.