**Use Case: Knight's Movement**

**Primary Actor:** Knight

**Goal in Context:** Maneuver the knight across the game board.

**Preconditions:**

- A valid cell must be available for the knight to move to.

**Trigger:** Inputting directional commands (e.g., W, A, S, D).

**Scenario:**

Pressing W moves the knight upwards.
Pressing A moves the knight to the left.
Pressing S moves the knight downwards.
Pressing D moves the knight to the right.

**Exceptions:**

- If any key other than W, A, S, or D is pressed.

**Priority:** High Priority

**Frequency of Use:** High

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**Use Case: Knight Encounters Enemy**

**Primary Actor:** Knight

**Goal in Context:** Accidentally moving the knight onto the same cell occupied by an goblin.

**Preconditions:**

- An goblin must be present in a cell.
- The knight must not be in the same cell as an goblin.
- The game must not be over.

**Trigger:** The knight moves onto the same cell as an goblin

**Scenario:**

> The knight moves to a cell containing an enemy knight.
> The knight is defeated, resulting in the end of the game (0 health).

**Exceptions:**

- Invalid movement (refer to "Knight's Movement" use case).

**Priority:** High Priority

**Frequency of Use:** Medium

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## Use Case: Knight Encounters Barrier

**Primary Actor:** Knight

**Goal in Context:** Accidentally moving the knight into a cell obstructed by a barrier.

**Preconditions:**

- A cell with a barrier must be present.

**Trigger:** The knight moves onto the same cell as the barrier.

**Scenario:**

> The knight attempts to move into a cell with a barrier from an adjacent cell.
> The knight remains in the same position; no movement occurs.

**Exceptions:**

- Invalid movement (refer to "Knight's Movement" use case).

**Priority:** High Priority

**Frequency of Use:** Medium

**Use Case: User Starts the Game through the Menu**

**Primary Actor:** User

**Goal in Context:** Get user input to start the game.

**Preconditions:**

- User is presented with a main menu.

**Trigger:** User presses an appropriate button through the UI to start the game.

**Scenario:**

User's display is the main menu.
User enters input through the UI to start the game.

**Exceptions:**

User input is not valid.
User quits the game from the start menu.

**Priority:** Very High Priority

**Frequency of Use:** Medium

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**Use Case: User Pauses the Game**

**Primary Actor:** User

**Goal in Context:** Get user input to pause the game.

**Preconditions:**

- User is given some UI to pause the game.

**Trigger:** User presses an appropriate button through the UI to pause the game.

**Scenario:**

> User presses the pause button.
> Game stays paused until resumed or quit.

**Exceptions:** None.

**Priority:** Low Priority

**Frequency of Use:** Low

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**Use Case: User Resumes the Game**

**Primary Actor:** User

**Goal in Context:** Get user input to resume the game.

**Preconditions:**

- User is given some UI to resume the game.

**Trigger:** User presses an appropriate button through the UI to resume the game.

**Scenario:**

> User presses the resume button.
> The game is unpaused.

**Exceptions:** None.

**Priority:** Low Priority

**Frequency of Use:** Low

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**Use Case: User Quits the Game**

**Primary Actor:** User

**Goal in Context:** User quits the game.

**Preconditions:**

- User is given some UI to quit the game.

**Trigger:** User presses an appropriate button through the UI to quit the game.

**Scenario:**

User presses the quit button.
The game stops, and the application is closed.

**Exceptions:** None.

**Priority:** Low Priority

**Frequency of Use:** Medium

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**Use Case: User Clears Level**

**Primary Actor:** User

**Goal in Context:** User wins the game.

**Preconditions:**

- User is given some UI to win the game and exit.

**Trigger:** User presses the appropriate button to quit the game.

**Scenario:**

User presses the win button.
Game stops, application closes.

**Exceptions:** None.

**Priority:** Low Priority

**Frequency of Use:** Low