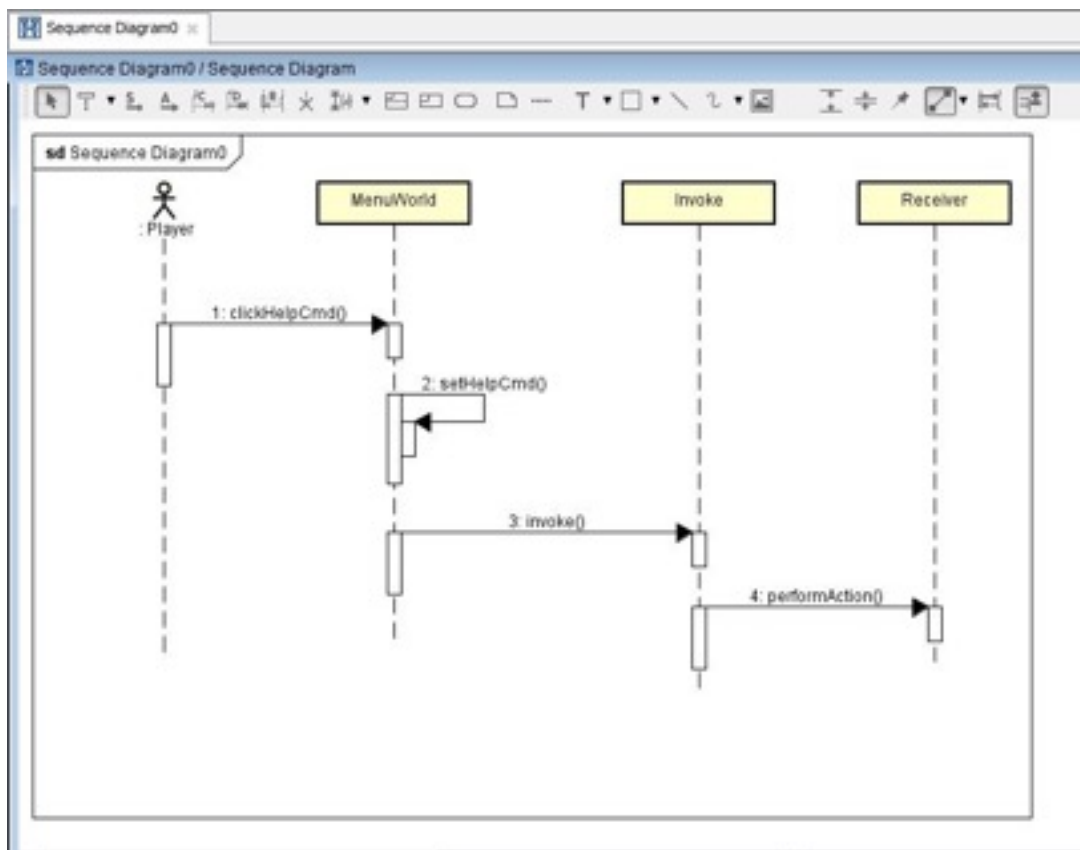


Use Case Specifications:

1. Use case specification – View Instructions

Use case name	View Instructions
Related Requirements	-
Goal In Context	Display the Instructions
Preconditions	Menu options are available in the scene.
Successful End Condition	Navigation to instructions screen.
Failed End Condition	Navigation not done to the instruction scene.
Primary Actors	Player
Secondary Actors	-
Trigger	Player Clicks on Instructions button.
Included Cases	-
Main Flow Step Action	
	1 Player opens the game.
	2 Menu is displayed.
	3 Player Clicks on Instructions button on the Menu menu screen
	4 The Instructions are displayed.

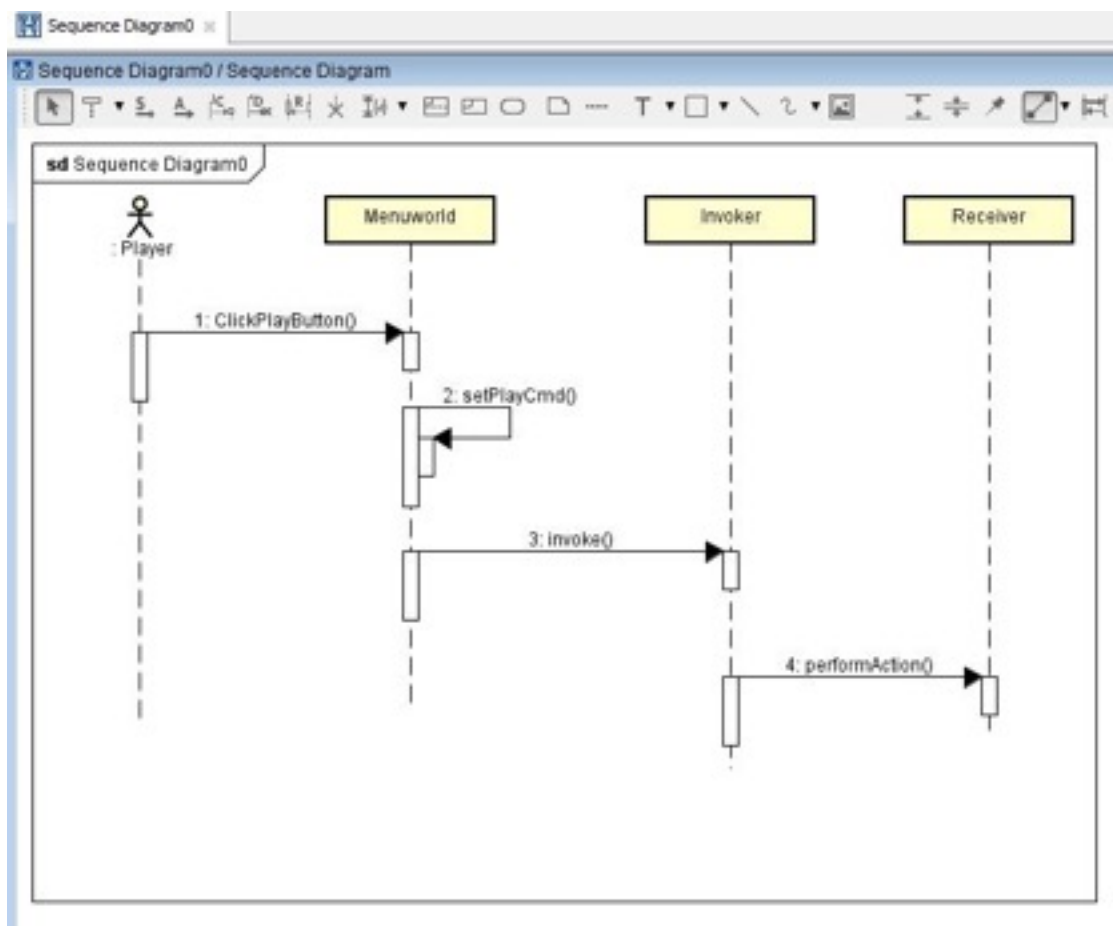
Sequence Diagram:



2. Use Case Specification - Start the Game

Use case name	Start the Game
Related Requirements	-
Goal In Context	The player starts to play the game.
Preconditions	Menu options are available in the scene.
Successful End Condition	Navigation to game scene.
Failed End Condition	Navigation not done to game scene.
Primary Actors	Player
Secondary Actors	-
Trigger	Player Clicks on Game Mode button.
Included Cases	-
Main Flow Step Action	
	1 Player opens the game.
	2 Menu is displayed.
	3 Player Clicks on game mode button
	4 Game is started

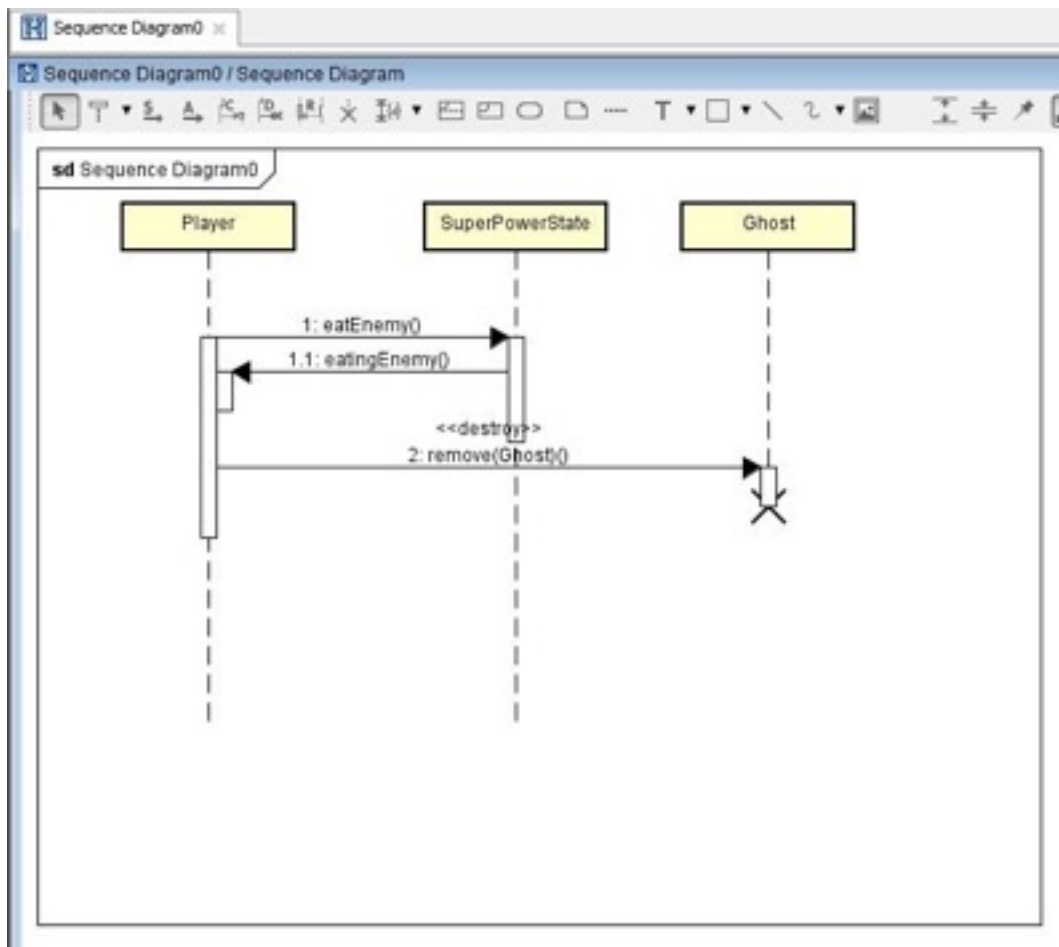
Sequence Diagram:



3. Use Case Specification - Killing Ghosts

Use case name	Kill Ghosts
Related Requirements	-
Goal In Context	The player kills enemy objects in super mode state.
Preconditions	Player and Ghosts are available in the scene.
Successful End Condition	Ghost is killed and goes back to the initial location.
Failed End Condition	Ghost doesn't get killed
Primary Actors	Player
Secondary Actors	GameController
Trigger	Player is in super mode state and touches the ghost
Included Cases	-
Main Flow Step Action	
	1 Player is in super mode state
	2 Ghosts color is changed
	3 Player touches Ghosts
	4 Ghosts are killed

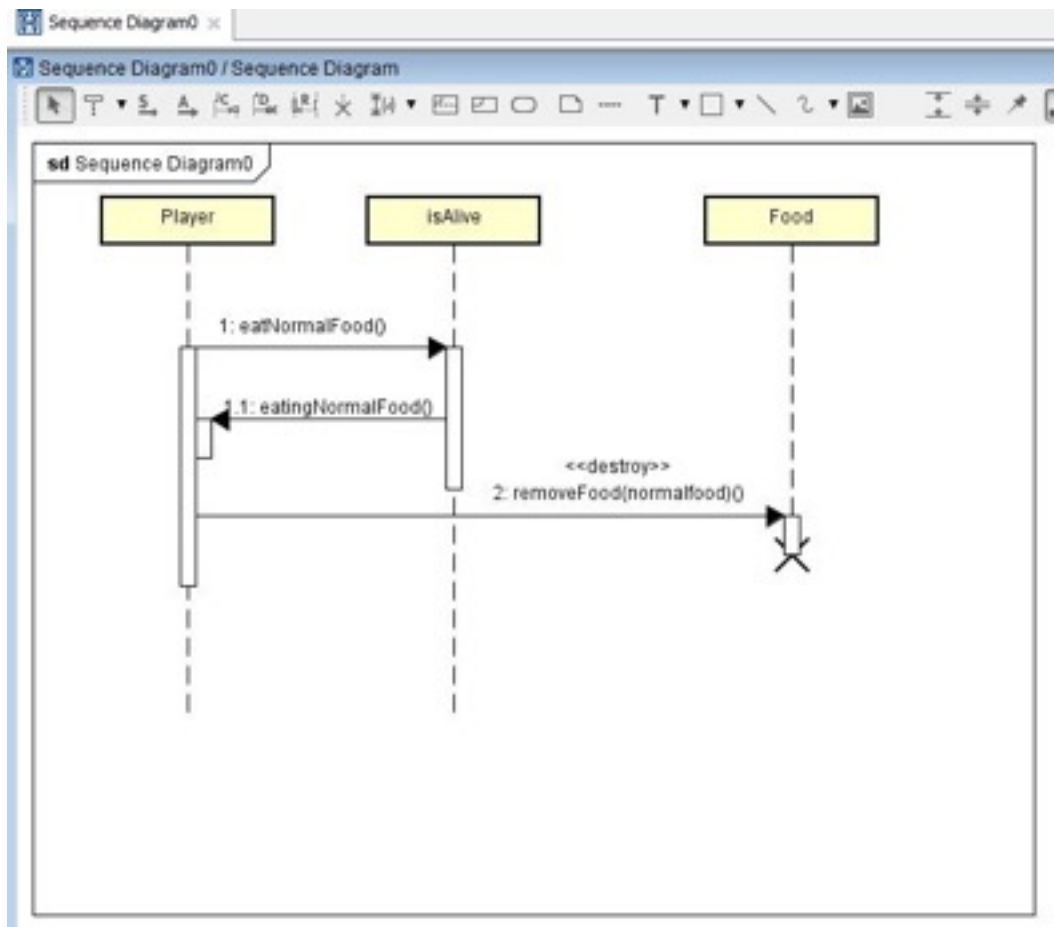
Sequence Diagram



4. Use Case Specification - Update Score

Use case name	Update Score
Related Requirements	-
Goal In Context	Update the score of the player and display.
Preconditions	Player still alive in the game scene.
Successful End Condition	Score is incremented.
Failed End Condition	Score does not get incremented.
Primary Actors	Game Controller
Secondary Actors	Player
Trigger	Player is in alive state and eats food
Included Cases	-
Main Flow Step Action	
	1 Player is in alive state
	2 Player eats food
	3 Score is updated

Sequence Diagram



5. Use case specification - PacMan is killed

Use case name	PacMan Death
Related Requirements	-
Goal In Context	PacMan should be dead if touch Ghost in alive state
Preconditions	PacMan is on screen
Successful End Condition	GameOver screen must be displayed
Failed End Condition	GameOver screen is not displayed
Primary Actors	Player
Secondary Actors	GameOver
Trigger	Player touches ghosts and he is in alive state
Included Cases	-
Main Flow Step Action	
	1 Player is available on screen
	2 Player touches ghost
	3 GameOver screen is displayed

Sequence Diagram:

