

# Use Case: CatchMascot

## Summary:

This is how the player get progress in the game. In this demo the player catches the mascots from all the different programmes at Chalmers. The player finds mascot and interacts, the mascot asks a question with multiple choices and the player tries to answer right. If the player answers the question right the player “catches” the mascot and the mascot is added to the progress bar.

**Priority:** High

**Extends:** Interact

**Includes:** Progress bar, Move

**Participators:** The player and the application

## Normal flow of event:

If the actor answers the question wrong.

	Actor	System
1	Walks up to mascot	
2		Get a talk bubble from the mascot with a question and alternative.
3	Player answers wrong	
4		Mascot runs away a few steps

## Alternate flows:

3.1 If answers is right

	Actor	System
3.1.1	Answers right from the alternatives shown.	
3.1.2		Mascot added to the progress bar

## Exceptional flow

There is no exceptional flow.