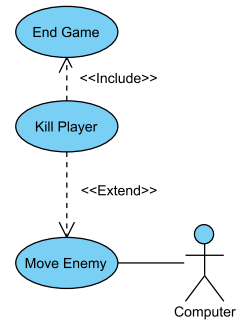
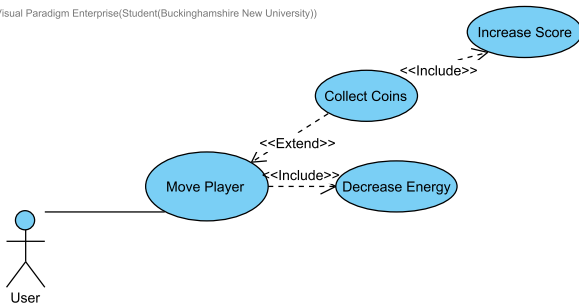




# 1. App 05 Use Case Diagram

Visual Paradigm Enterprise(Student(Buckinghamshire New University))



The game contains the following features:

1. The user can move an animated player in four directions, up, down, left and right. The character can also collect coins as they move.
2. The moving animated enemy will try to stop the player from accomplishing their objective, by moving systematically. If the enemy hits the player then it's game over.
3. As the player proceeds their score can be increased by collecting coins. The coins will be spawned randomly in a fixed position.
4. As the player proceeds their energy as they move around.
5. There will be a green, field like background.

## 1.1. Collect Coins

ID: UC03

The player can collect coins as they move by colliding with them.

## 1.2. Computer

ID: AC02

## 1.3. Decrease Energy

ID: UC05

The players energy will decrease by a very small amount each time they move, the speed at which they move will determine the rate the players energy decreases.

## 1.4. End Game

ID: UC09

## 1.5. Increase Score

ID: UC04

The score increases by 10 each time the player collects a coin.

## 1.6. Kill Player

ID: UC08

## 1.7. Move Enemy

ID: UC06

## 1.8. Move Player

ID: UC01

The user can move an animated player in four directions, up, down, left and right.

1.9. User

ID: AC01