

Use Case: Initiate the game

Primary Actors: Player, System

Goal in Context: To play the game

Preconditions: To check keyboard and mouse are plugged in, game has been installed

Trigger: Player just wants spend his idle time playing the game

Scenario:

1. The Player opens the game app,
2. Player chooses "Play Game" from the Main Menu.
3. Tutorial is launched elaborating rules and elements of the game.
4. Level is Displayed with the Player having 3 lives and 0 score.
5. Player uses up left(A), right(D), up(W) and down(S) keys to play around the board(grid).
6. Player runs around collecting points and dodging the secondary actors in order to obtain the keys.
7. Touching the Enemy reduces the Player's score by 10, Touching the Fire reduces the Player Points by 5.
8. Collecting all of the keys will enable the Player to unlock the exit door and complete the level.
9. Losing all 3 lives resulting in "Game Over"

Exceptions:

1. No input keyboard and mouse found. The Player won't be able to Play the Game.
2. Game has not been installed.
3. The game app crashes.

Priority: High

Frequency of use: Frequent

Use Case: Accessing tutorial

Primary Actors: Player, System

Goal in Context: Player wants to pause and check for the rules and elements in the game

Preconditions: Game should be initiated.

Trigger: Player wants to know about different elements in the game.

Scenario:

1. The Player is playing, and wishes to know the rules of the game.
2. Player hits "Escape" or the 'Q' button.
3. Pause menu pops up, Player selects "Tutorial".
4. Tutorial just gives an overview of all the rules and elements in the game such as Player Character, Enemies, Rewards, and how a level can be completed.
5. The Enemies section illustrates how touching moving enemies reduces points by 10, and touching fire reduces points by 5.
6. Rewards section illustrates how collecting keys earn you 10 points each per key and coins earn you 5 points.
7. Completion of level requires obtaining all the keys while dodging the enemies, and the make your way through the exit door.

Exceptions:

1. No input keyboard and mouse found. The Player won't be able to Play the Game.
2. You can't pause the game If the game has been opened for the first time, you will automatically go into the tutorial.

Priority: Low

Frequency of use: Infrequent

Use Case: Completing a level

Primary Actors: Player, System

Goal in Context: Player wants to complete a level

Preconditions: Game should be initiated, and should know the rules and how to play the game.

Trigger: Player wants to set a high score.

Scenario:

1. The Player is spawned into the map.
2. Player uses WASD keys to navigate through the map.
3. Player collect keys and coins in order to earn points

4. Having collected all the keys, the exit door is opened.
5. Player makes his way to the exit door while dodging enemies at the same time.
6. Player reaches the exit door, and a pop up appears saying "You Won" along with the number of points earned and time completed.

Exceptions:

1. No input keyboard found. The Player won't be able to Play the Game.
2. Not all keys obtained.
3. Player is out of life

Priority: High

Frequency of use: Frequent

Use Case: Losing a level

Primary Actors: Player, System

Goal in Context: Player is trying to complete a level but is out of lives.

Preconditions: Game should be initiated, and should know the rules and how to play the game.

Trigger:

Scenario:

1. The Player is spawned into the map.
2. Player uses WASD keys to navigate through the map.
3. Player tries to collect keys and coins in order to open the exit door.
4. Player comes across multiple enemies and loses all of the lives.
5. A pop up is displayed saying 'You Lost' along with score and time completed.

Exceptions:

1. No input keyboard and mouse found. The Player won't be able to Play the Game.

Priority: Medium

Frequency of use: Infrequent

Use Case: Selecting a level

Primary Actors: Player, System

Goal in Context: Players change the level for the game

Preconditions: Levels to be selected should be unlocked

Trigger: Player wants to play a specific level again

Scenario:

1. Player wishes to play a previous level again.
2. Player runs the game, or hits "Escape" or the 'Q' button while playing the game.
3. Players select the "Levels" option in the main menu, same option in the pause menu if the player is playing.
4. Previous unlocked levels are displayed in the menu, the player can select any unlocked level and set a high score.

Exceptions:

1. No input keyboard and mouse found. The Player won't be able to Play the Game.
2. Error if player is trying to access locked levels.

Priority: Low

Frequency of use: Frequent