Use case specification: Collect pumpkin

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| **Goal in context** | Player collects pumpkin as it overlaps with it. |
| **Preconditions** | Player exists in game world.  Pumpkin exists in game world.  Player is either walking or idle or jumping. |
| **Successful end condition** | Player collects pumpkin. |
| **Failed end condition** | Player doesn’t collect pumpkin. |
| **Primary actors** | Player |
| **Triggers** | Score increases by 1. |
| **Main flow** | 1. Player jump/idle/walk animation sequence is displayed. 2. Player overlaps with pumpkin. 3. Pumpkin collect animation is displayed. 4. Score increases by 1. |
| **Extended flow** | * 1. If there exist a platform, Player stands on platform.   2. If player overlaps with ghost, player dies. |