Use case specification: Player Idle

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| **Goal in context** | Player must remain still, if no input is provided by end user. |
| **Preconditions** | Player exists in game world.  Player doesn’t not receive any input from end user. |
| **Successful end condition** | Player remains still at same position. |
| **Failed end condition** | Player doesn’t remain still at same position. |
| **Primary actors** | Player |
| **Triggers** | Idle state. |
| **Main flow** | 1. Player idle animation is displayed. 2. Player remains still at same place in game world. |
| **Extended flow** | * 1. If there exist a platform, Player stands on platform.   2. If player overlaps with ghost, player dies.   3. If player overlaps with pumpkin, score increases by 1. |