Use case specification: Player Die

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| **Goal in context** | Player dies up on overlapping with ghost. |
| **Preconditions** | Player exists in game world.  Player is either jumping or idle or walking. |
| **Successful end condition** | Player dies. |
| **Failed end condition** | Player doesn’t die. |
| **Primary actors** | Player, Ghost |
| **Triggers** | Game over. |
| **Main flow** | 1. Player walk/idle/jump animation sequence is displayed. 2. Player moves either to right or to left or stays still or jumps. 3. Player overlaps with ghost and dies. |
| **Extended flow** | * 1. If there exist a platform, player stands on platform.   2. If player overlaps with pumpkin, score increases by 1. |