**Wumpus Use Cases**

What user actions do we need to support? What should happen for each of these actions?

1. User starts the application
   1. High scores are loaded from file
   2. UI elements are initialized
   3. Game options (difficulty levels) are shown to the user
2. Player chooses difficulty
   1. Action listener detects option chosen
   2. Puzzle/Characters are configured
   3. UI displays selected board size/character vision/etc
3. User starts a game
   1. Turn counter starts
   2. Turn counter and current high-score is shown
   3. Start position and vision is shown
4. Action - Player selects a direction
   1. Action listener detects keypress
   2. Model checks whether the direction is available
   3. Game moves selected piece to empty spot, or does nothing, depending on eligibility
   4. Turn counter is incremented and display updated
   5. Determine if the game is over (win-state)
   6. Determine if it’s the monster’s turn
   7. Determine player is in monster’s sight-line
   8. If monster sees player, move towards player, if not move in a random direction
   9. Determine if the game is over (fail-state).
   10. Player’s turn
5. Action - The user finishes the game
   1. The number of turns taken is displayed
   2. If won, scores are checked against high score by difficulty and high score is updated if necessary
   3. New high scores are saved to file
   4. User is prompted for a new game
6. Action - Player exits the game
   1. Action Listener detects click
   2. Program exits