

Use case: Player Collecting Reward

Primary Actor: User

Goal in context: For the player to move onto the reward, collect the reward and then the reward is removed from the map.

Preconditions:

- Reward has to be already on the map
- Game must be in progress

Trigger: Player walks onto the tile that contains the reward

Scenario:

- At the start of the level, the player is positioned in the starting position
- Player moves to the tile that contains the reward
- As they pick up the reward, the player's score increases
- The reward then disappears from the map
- There are 5 more rewards to pick up
- There are bonus rewards in each level that aren't required but will help increase the players score, however these rewards will disappear after a set amount of time
- Once the player collects all of the rewards, they are free to move to the exit and proceed to the next level

Exceptions:

- If a player misses a bonus reward, they can't get it again in their current attempt of the level
- If an enemy is blocking the reward, the player must deal with the enemy to pick up the reward
- If a player dies, then the level restarts and they will need to collect previously collected rewards again in the level

Priority: Essential, must be implemented

When Available: First increment

Frequency of Use: Multiple times in a level

Channel to Actor: Keyboard input

Secondary Actors: Enemies, Bonus Rewards

Channel to Secondary Actors:

- Player Actions
- Collisions

Open Issues:

- How are rewards distributed in each level?(Pattern or Random)

- Do all rewards give the same score or are there different scores, and how will players know the value of each item?
- What will make bonus rewards stand out and help ensure that users won't confuse them for the default rewards?