

Use case: Player Hit by Enemy

Primary Actor: User

Goal in context: For the player to navigate the game board without being hit by an enemy, avoiding penalties and ensuring progression.

Preconditions:

- The game must be in progress.
- The player's character must be positioned on a tile containing a moving enemy or a punishment.

Trigger: Player's character moves onto the same tile as a moving enemy or the player moves onto the same tile as a punishment

Scenario:

- At the start of the level, the player's character is positioned in the starting location on the game board.
- The player navigates the character through the maze-like map, avoiding obstacles and moving towards rewards.
- The game checks for collisions between the player's character and the enemy.
- If a collision occurs, the player's character is considered hit by the enemy.
- The game triggers a penalty based on the type and severity of the collision, such as a decrease in the player's score or a reset of the level.
- The game may display visual and/or audio feedback to indicate the collision and its consequences to the player.
- The player's progress may be affected depending on the outcome of the collision, potentially leading to the loss of the game if the penalty causes the player's overall score to become negative.
- There are both moving enemies and then stationary ones called punishments, if a player goes over a punishment, then their score is reduced and if the player's score becomes negative, they die.

Exceptions:

- If the collision with the enemy results in the player's character's death, the level restarts, and the player needs to navigate the level again, including collecting previously collected rewards.
- If the collision results in a penalty, such as a decrease in the player's score, the player may need to adjust their strategy to avoid further penalties and progress successfully through the level.
- If a moving enemy steps over a tile that has a reward, the reward remains on the floor and can only be collected by the player.

Priority: Essential, must be implemented

When Available: First increment

Frequency of Use: Multiple times in a level

Channel to Actor: Keyboard input

Secondary Actors: Moving enemies, Punishments

Channel to Secondary Actors:

- Player Actions
- Collisions

Open Issues:

- Define the types and severity of penalties imposed on the player when hit by an enemy, ensuring they are balanced and consistent with the game's difficulty level.
- Determine how the game communicates collision events and penalties to the player effectively, enhancing the player's understanding and engagement with the game.
- Determine how the penalties caused by moving enemies and punishments differ. Ideally, the moving enemies will cause a more severe punishment but this is not a final decision yet.