

Use Case 4: Player executes one step of the program

Main Success Scenario

1. The user presses on the F5 key.
2. The next block to be executed gets highlighted.
3. The highlighted block executes, the Game World gets updated accordingly.

Extensions

2a. The executed block is the final block of the program, the robot is located on the goal. 1. The execution of the program stops. 2. A victory message is shown.

2b. The executed block is the final block of the program, the robot is not located on the goal. 1. The execution of the program stops. 2. A defeat message is shown.

Main Fail Scenario

1. The user presses on the F5 key when there is not exactly one group of connected blocks
2. Nothing happens.

