



USE CASE NAME		KILL ENEMIES
Related Requirements	The Player should be able to collect gems and shoot to kill enemies	
Goal in Context	<p>Level-1: The player collects gems to increase health and also weapons to kill enemies.</p> <p>Level-2: The Player shoots and kills all the enemies.</p>	
Preconditions	The game has been started there are weapons, gems to collect and enemies to be killed.	
Successful End Conditions	The enemies are shot and killed. The player wins.	
Failed End Conditions	The player gets hit by enemies and his health gets reduced. If health is reduced to 0 or less, player is killed. Game is over.	
Primary Actors	<ol style="list-style-type: none"> 1. BlackPanther 2. Enemy Objects 3. Weapon and gems for Black Panther 	
Secondary Actors	<p>Score Boards:</p> <ol style="list-style-type: none"> 1. Health 2. Sword 3. Score 	
Trigger	The Player starts shooting	
Main	Step	Action
	1. include:: UpdateScore	The Player starts collecting gems and weapons to acquire the power to kill enemies. The health and sword score of Black Panther is updated.
	2.	The sword hits the enemy objects
	3. include:: UpdateScore	The enemy object gets killed and the score board gets updated with the points for killing the enemy.
Extensions	Step	Branching Action
	1.1	The player is collecting gems to grow.
	2.1	The player is unable to shoot, as there are no more swords left.
	2.2	The enemy object hits the player and the health of the player gets reduced