



WILL HERO

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graph TD
    MainMenu((Main menu))
    NewGame((New Game))
    LoadGame((Load game))
    StartGame((start game))
    ChoseGame((chose game))
    Play((play))
    PauseGame1((pause game))
    CollectCoins((collect coins))
    TapMove((tap to move))
    OrcDeathKill((orc death kill))
    PauseGame2((pause game))
    ResumeGame1((resume game))
    GetRevived((get revived))
    RevivePrompt((revive prompt))
    DefeatPrompt((defeat prompt))
    DeathOfHero((death of hero))
    Settings((Settings))
    Exit((Exit))
    Close((close))
    ExitOptions((exit options))
    ExitGame((exitgame))
    YES((YES))
    NO((NO))
    Die((die))
    SaveGame((save game))
    SavePlayerPosition([Save player position])
    SaveHeroPosition([Save hero position])
    SaveTotalCoins([Save total coins])
    ResumeGame2((resume game))
    Revive((revive))

    MainMenu --> NewGame
    MainMenu --> LoadGame
    MainMenu --> StartGame
    MainMenu --> Settings
    MainMenu --> Exit
    NewGame --> StartGame
    LoadGame --> ChoseGame
    LoadGame --> StartGame
    ChoseGame --> Play
    StartGame --> Play
    Play --> PauseGame1
    Play --> CollectCoins
    Play --> TapMove
    Play --> PauseGame2
    Play --> ResumeGame1
    Play --> GetRevived
    Play --> DefeatPrompt
    Play --> DeathOfHero
    PauseGame1 --> ResumeGame1
    CollectCoins --> Play
    TapMove --> Play
    PauseGame2 --> ResumeGame1
    ResumeGame1 --> Play
    GetRevived --> RevivePrompt
    RevivePrompt --> Play
    DefeatPrompt --> RevivePrompt
    DefeatPrompt --> SaveGame
    DeathOfHero --> SaveGame
    Settings --> Close
    Exit --> ExitOptions
    ExitOptions --> ExitGame
    ExitOptions --> YES
    ExitOptions --> NO
    ExitGame --> YES
    ExitGame --> NO
    YES --> YES
    NO --> NO
    Die --> SaveGame
    SaveGame --> SavePlayerPosition
    SaveGame --> SaveHeroPosition
    SaveGame --> SaveTotalCoins
    SaveGame --> ResumeGame2
    ResumeGame2 --> Play
    Revive --> Play
```

The UML Use Case Diagram for the WILL HERO game illustrates the following use cases and their relationships:

- Use Cases:**
 - Main menu
 - New Game
 - Load game
 - start game
 - chose game
 - play
 - pause game
 - collect coins
 - tap to move
 - orc death kill
 - pause game
 - resume game
 - get revived
 - revive prompt
 - defeat prompt
 - death of hero
 - Settings
 - Exit
 - close
 - exit options
 - exitgame
 - YES
 - NO
 - die
 - save game
 - Save player position
 - Save hero position
 - Save total coins
 - resume game
 - revive

Relationships:

- Includes:**
 - Main menu includes New Game, Load game, start game, Settings, and Exit.
 - Load game includes chose game and start game.
 - chose game includes play.
 - start game includes play.
 - play includes pause game, collect coins, tap to move, pause game, resume game, get revived, revive prompt, defeat prompt, and death of hero.
 - Settings includes close.
 - Exit includes exit options.
 - exit options includes exitgame.
 - exitgame includes YES and NO.
 - YES includes YES.
 - NO includes NO.
 - die includes save game.
 - save game includes Save player position, Save hero position, Save total coins, and resume game.
- Extends:**
 - New Game extends Main menu.
 - Load game extends Main menu.
 - chose game extends Main menu.
 - start game extends Main menu.
 - play extends Main menu.
 - pause game extends Main menu.
 - collect coins extends Main menu.
 - tap to move extends Main menu.
 - orc death kill extends Main menu.
 - pause game extends Main menu.
 - resume game extends Main menu.
 - get revived extends Main menu.
 - revive prompt extends Main menu.
 - defeat prompt extends Main menu.
 - death of hero extends Main menu.
 - Settings extends Main menu.
 - Exit extends Main menu.
 - close extends Main menu.
 - exit options extends Main menu.
 - exitgame extends Main menu.
 - YES extends Main menu.
 - NO extends Main menu.
 - die extends Main menu.
 - save game extends Main menu.
 - Save player position extends Main menu.
 - Save hero position extends Main menu.
 - Save total coins extends Main menu.
 - resume game extends Main menu.
 - revive extends Main menu.

