Use Case Specification (for each Feature Story)

[1] **Feature**: Add start, pause and stop screen in the game.

Use Case Name: Start Screen, Pause Screen, Stop game screen
Brief Description: A player wishes to play the game, the first screen is home screen, he wants to pause the game and in the end the game over screen is displayed.
Actors: Mario
Basic Flow: 1) Player selects new game from the start screen. 2) Player selects pause game from the running game. 3) At the end of game a game over screen is shown.
Alternate Flow: The player can select the tutorial options from start screen.
Preconditions: The player should know how to operate the game-pause, start, stop game.
Success Guarantee: After selecting new game option, the game starts and we can pause the game with pause option and game over screen player loses or wins
Minimal Guarantee: After selecting new game option, the game starts and we can pause the game with pause option and game over screen player loses or wins

[2] **Feature**: Providing extra life to Mario so that he can get more chance.

Use Case Name: Extra Life of Mario
Brief Description: If player dies in the game, player can start from where he died using the extra life.
Actors: Mario
Basic Flow: 1) Player selects new game from the start screen. 2) Player dies in the game 3) Player will resume in the same level with the same score
Alternate Flow:
Preconditions: The player should have one extra life.
Success Guarantee: When player starts a game, player will get one extra life. When he dies, he can resume from the same level.
Minimal Guarantee: Player will get only one extra life. So after that player will die.

[3] **Feature**: Changing the stage (world) of the game once Mario scores 50 points

Use Case Name: Next stage in the game
Brief Description: Player is tired of playing the same stage repeatedly and changing the stage will make the player win the game once Mario rescue the princess.
Actors: Mario

Basic Flow:
    1.   On starting the game, Mario will be in default world.
    2.   Once Mario starts killing duck and other monsters, the score updates.
    3.   On reaching to score fifty, game stage changes.
    4.   In this stage, Mario will try to reach to princess in order to win the game.

Alternate Flow:
Preconditions: 1.   Player should at least score 50 points in order to change the stage.
Success Guarantee: After reaching the second stage, player can win the game.
Minimal Guarantee: The player can lose one life and start from the same stage.

[4] **Feature**: Enemy attacks.

Use Case Name: Enemy Movement and Display
Brief Description: A player wants to play with more than one enemy in game to increase difficulty level with different speed and behavior.
Actors: Enemy (Duck, Monster, Wizard, HammerBoy), Mario

Basic Flow:
    1)   For level one there are two enemy Duck and Monster. Both move in opposite direction and with different speed.
    2)   For level two there are two enemy Wizard and HammerBoy. Both move in different direction and speed.

Alternate Flow: If same type of enemy collides with each other their direction of movement changes**.**
Preconditions: The player should know how to kill enemy
Success Guarantee: When Mario pushes blocks enemy above it will die and will have go to enemy to gain points.
Minimal Guarantee: If enemy touches Mario before Mario can kill him then Mario gets killed.