Use Case: Jump

Summary:

This is how the player jumps.

Priority: high

Extends:

Includes:

Participators: Player

Normal flow of events

A jump with no consequences.

|  |  |
| --- | --- |
| Actor | System |
| Press the space bar |  |
|  | Makes the player jump |
|  | Lands on a platform |

Alternate flow of events

Flow, Player lands on a deadly obstacle

|  |  |
| --- | --- |
| Actor | System |
|  | High score screen appears with decisions |
| Clicks restart or quit level | Either restarts or quits the game |

Use Case: Shoot

Summary:

This is how the player shoots with a weapon.

Priority: high

Extends:

Includes:

Participators: Player

Normal flow of events

A shot with no consequences.

|  |  |
| --- | --- |
| Actor | System |
| Press ”shoot key” |  |
|  | Shoots a bullet in the direction you are facing. |