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. |

Use Case : Mute Sound

Summary :

This is how the user mute sound.

Priority : Medium

Extends :

Includes :

Participators :Player

Normal flow of events

A mute with no consequences.

|  |  |
| --- | --- |
| Actor | System |
| Press Option Button |  |
| Press Mute Button | Mutes the volume in the game |

Use Case : Mute music

Summary :

This is how the user mute music.

Priority : Medium

Extends :

Includes :

Participators :Player

Normal flow of events

A mute with no consequences.

|  |  |
| --- | --- |
| Actor | System |
| Press Option Button |  |
| Press Mute Button | Mutes the music in the game |