As a player, I want to be able to control the main character using intuitive controls such as arrow keys or touch gestures, so that I can navigate through the game levels smoothly and enjoyably.

As a player, I want to encounter various obstacles and challenges throughout the game levels, including enemies to defeat, puzzles to solve, and platforms to jump across, in order to keep the gameplay engaging and challenging.

As a player, I want the game to feature visually appealing graphics and immersive sound effects, so that I can feel fully immersed in the game world and enjoy a captivating gaming experience.

Use Case: Game Flow

Actor: Player

Preconditions: The game is launched, and the player is at the main menu screen.

Basic Flow:

The player clicks on the "Start Game" button.

The system navigates to the name input screen.

The player inputs their name and confirms, and the system proceeds to the hero selection screen.

The player selects a hero character and confirms, and the system proceeds to the level selection screen.

The player selects a level and game difficulty, and confirms to start the game.

The system loads the selected level and displays it on the game screen, and the player starts the game.

The player controls the hero character to navigate through obstacles and challenges in the level until completing it or the hero is defeated.

If the player successfully completes the level, the system calculates and displays the player's score.

The player can choose to continue to the next level or return to the main menu.

Alternate Flows:

If the player's hero is defeated:

The player chooses to restart the game, returning to the hero selection screen.

The player chooses to exit the game, and the system returns to the main menu.

If the player wants to pause the game:

The player clicks on the pause button, and the system displays the settings screen.

The player can adjust game settings such as sound effects, music, etc.

The player chooses to continue the game, and the system returns to the game screen.

If the player wants to exit the game:

The player selects to exit the game during gameplay, and the system displays an exit confirmation dialog.

The player confirms to exit the game, and the system returns to the main menu.

1. 作为玩家，我希望能够使用直观的控制方式来控制主角，比如方向键或触摸手势，以便我可以顺利地穿越游戏关卡。

2. 作为玩家，我希望在游戏关卡中遇到各种各样的障碍和挑战，包括需要击败的敌人、需要解决的谜题以及需要跳跃通过的平台，以保持游戏的趣味性和挑战性。

1. 作为玩家，我希望游戏具有视觉上吸引人的图形和沉浸式的音效，以便我可以完全沉浸在游戏世界中，并享受令人着迷的游戏体验。

玩家开始游戏

点击开始游戏按钮，进入输入名字界面

玩家完成名字输入进入英雄选择界面

玩家选择英雄，进入关卡选择界面

玩家选择关卡和游戏难度

玩家进入游戏，开始游戏

玩家继续通过关卡中的障碍和挑战，直到完成关卡或角色被击败。

游戏通关，获得分数

备选

玩家被击败，重新开始游戏

玩家暂停，打开设置界面

玩家退出游戏