Use case specifications:

**Menu state**

Primary actor: Player

Optimistic flow:

1.Player is taken to the menu screen after launching the game

2.After choosing the following options, player proceeds to play

**Choosing a map and sprite**

Primary actor: Player

Optimistic flow:

1.Player launches game

2.Selects one of the two optional maps and sprite

3.Clicks play

**Play State**

Primary actor: Player

Optimistic Flow:

1.Player is able to tap the screen to make astronaut hover, dodging the obstacles.

**Settings State**

Primary Actor: Player

Optimistic flow:

1.Tap the pause button

2.Tap quit to go back to main menu

3.Tap continue to keep going with game

**Score State**

Primary Actor: Player

Optimistic flow:

1.Player plays the game until they lose

2.Tap if they want to record the high score or not globally

Pragmatic Flow:

2a. The player cannot post their high score.

I. Player must restart and get high score again