Project 2 Use Cases

**Fight Enemy**: User gives actions to move character in order to dodge enemies and enemy projectiles. User commands character to attack allowing character to kill the enemies. The system will spawn enemies for user to fight and removes enemies when they die. Character Health is monitored and managed by the system. Character health is subtracted when character comes in contact with an enemy or enemy projectile. When character health drops to zero, the game is over.

**Travel**: User inputs a move action. System updates location of user's character internally and updates the character icon visually. Visual feedback includes change of map when going through a door or no change if walking into wall.

**Collect Items**: User moves character icon over the item icon being collected. The system will update the character inventory to contain the newly obtained item. The system will remove the item graphic from the on screen game map. The item icon will now be displayed under character item inventory.