CMPT 276 Game Use Case Diagram

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Game

Shoot

Enemy

Player

Invalid Input

Stay in Place

Move

Move

Player-Enemy Collision

Check Lose Condition

<<Extend>>

<<Extend>>

<<Extend>>

<<Extend>>

<<Include>>

Collect Bonus Reward

Collide with Collectable

Collect Regular Reward

Collect Punishment

Moves into Open Space

<<Extend>>

<<Extend>>

Move into Exit

<<Include>>

Check Win Condition