**USE CASE SPECIFICAION – Dipro**

**Primary actors:**

* **Game Players**
* **Burger**
* **Glass Spikes**
* **Pizza etc.**

**Pre-Condition:**

* **Latest Web Browser (Chrome, Firefox, safari)**
* **Internet connection**
* **Platforms:   
   Laptop**

**Desktop**

**Mobile Browser**

**Basic Flow of Events:**

1. **Player goes to the Url from browser**
2. **Player presses the Play button**
3. **Player starts controlling the cat character using up, left, down and right arrow keys in the keyboard**
4. **Player tries to avoid harmful obstacles (Pizza, Burger) that will get the cat fat and slow.**
5. **Player also tries to avoid the empty space and glass spikes that is harmful for its health.**
6. **Player tries to move forward as fast as possible while avoiding the obstacles to finish the level on time.**
7. **If Player consumes the harmful objects, it can consume good objects like apple or spinach to get it previous health back.**
8. **Consuming harmful objects will decrease the overall score of the player as well as health bar.**
9. **Consuming beneficial objects like apple and spinach will increase the score as well as health bar.**
10. **If the timer runs out before the player finish a level, player will see a screen that says ‘you lose’ with the highest score**
11. **Player will also have options to see highest score for the game.**
12. **If player can complete all levels on time, then a new screen will show up saying ‘you win’ with leaderboard option as well.**