Use Case Specification

**Use Case 1: Starting the Game**

**Description**: Start the game when the player presses start game

**Primary Actors**: Player, Menu Items, Heroes

**Preconditions**: User Should have selected the hero he wants to play with

**Basic Flow of events**:

1. User will decide which player he wants to play with.
2. User will hit start game.
3. User is taken to Level 1

**Alternate Flow of events**:

1. User will hit start game
2. User is shown message to choose player

**Use Case 2: Generating Enemies**

**Description**: The games logic for generating enemies for the user to kill

**Primary Actors**: Developer, AI, Elf, Snake

**Preconditions**: Level One Should have started

**Basic Flow of events**:

1. Based on developer programmed difficulty, Enemies are generated.

2. Randomizer randomizes Enemy’s movement strategy

1. Enemy is added to screen

**Use Case 3: Shooting Enemies**

**Description**: Killing Enemies with Spell

**Primary Actors**: Player, Elf, Snake, Power, Arrow

**Preconditions**: Player should be playing the game

**Basic Flow of events**:

1. Player Uses Left and Right Keys to rotate Arrow for Aim.

2. Player hits space key to release spell

3. Spell Translates in Direction till it hits enemy which instantly kills the enemy

**Use Case 4: Shooting Enemies with Special Power**

**Description**: Killing Enemies with special power

**Primary Actors**: Player, Elf, Snake, Special Power

**Preconditions**: Player should be playing the game

**Basic Flow of events**:

1. Player Uses Left and Right Keys to rotate Arrow for Aim.

2. Player hits space key while holding the shift key to release spell

3. Spell Translates in Direction till it hits 5 Enemies or moves out of the edge of the screen.

**Use Case 5: Collecting Power-Up**

**Description**: Collecting power up to use special power

**Primary Actors**: Player, Power Up, Hero

**Preconditions**: Level One Should have started

**Basic Flow of events**:

1. Player Uses Up and Down Arrow Keys to Move Hero to be in position to collect powerup

2. When Player touches Powerup, Power-up count is increased

**Use Case 6: Generating Health and Collecting**

**Description**: Collecting Health power up to increase health

**Primary Actors**: Player, Health Power Up, Hero, Health Counter

**Preconditions**: Level One Should have started

**Basic Flow of events**:

1. Player Uses Up and Down Arrow Keys to Move Hero to be in position to collect health power up

2. When Player health is below threshold Health Power Up Generated

3. When Player touches Health, Health count is increased

**Use Case 7: Increment Kill Counter**

**Description**: Incrementing Kill Counter When Enemy is killed

**Primary Actors**: Player, Kill Counter,

**Preconditions**: Player should be playing the game

**Basic Flow of events**:

1. Player Shoots bullets

2. Bullets hit Enemy which updates kill counter.

**Use Case 8: Killing Boss Enemy**

**Description**: Incrementing Kill Counter When Enemy is killed

**Primary Actors**: Player, Boss Health Counter, Boss

**Preconditions**: Player should be playing the game on Level 2

**Basic Flow of events**:

1. Player Shoots bullets

2. Bullets hit Boss, which causes boss to lose Health

3. When Boss’s Health is Zero, He Dies