

Little Animal Horror Zoo

Requirements

To start the game, you pick a name and a character. The name can't be empty and it can't be over 15 characters long. The characters to choose from is a snake (Carnivore) and a rabbit (Herbivore).

You can only play against the computer. The game is located at a closed 10x10 field. There is one game mode with N rounds, 1 move is one field (not diagonale). The player moves one field every round, followed by the computer moving one field every round. After each move the character will reveal its position.

The player is always first-mover. The player moves around with the arrow keys.

The characters start in opposite ends of the square. If the player hits a wall, the player loses their turn and the character yells "Aw!"

The AI: The Carnivore will always move towards the Herbivore and the Herbivore will always move away from the Carnivore.

The Carnivore wins if the Carnivore and the Herbivore is at the same field. The Herbivore wins after N moves are exhausted, if the Carnivore doesn't catch the Herbivore before that. The Herbivore will beg for mercy if the characters are at neighbouring fields. When one of the characters wins, the game is over and statistics will be shown, including number of moves for the Herbivore and Carnivore.

Use Cases

No: 1

Title: The player completes Game

Main Actor: Player

Scenario: Player changes position and automatically tells position. Player wins or loses. System shows Game Statistics. Player goes back to the menu.

Precondition: Case No 4

Success guarantee: Case no 2 or 3 must be fulfilled.

Extension:

a) Player hits a wall → Screen showing "Av!" and player loses a move.

No: 2

Title: Carnivore wins game

Actor: Carnivore

Secondary Actor: Herbivore

Scenario: Carnivore changes position and automatically tells its position. Carnivore is at the same position as the Herbivore. System shows Game Statistics. Player goes back to the menu.

Precondition: Case No 4

Extension:

a) Carnivore is in neighboring square. Herbivore begs for mercy.

b) Carnivore loses game → System shows Game Statistics. Player goes back to the menu.

No: 3

Title: Herbivore wins game

Actor: Herbivore

Secondary Actor: Carnivore

Scenario: Herbivore changes position and automatically tells its position. Herbivore is never the same position as the Carnivore. Carnivore runs out of Stamina. System shows Game Statistics. Player goes back to the menu.

Precondition: Case No 4

Extension:

a) Carnivore is in neighboring square. Herbivore begs for mercy.

b) Herbivore loses game → System shows Game Statistics. Player goes back to the menu.

No: 4

Title: Player picks animal & name

Actor: Player

Scenario: Player picks either Carnivore or Herbivore. Player gives the character a name.

Precondition: Use case 6

Success guarantee: The player acts.

Extension: a) Player presses OK without giving a name → Screen showing "Try again".

b) Player gives a name with too many characters (15) → Screen showing "Pick a shorter name".

No: 5

Title: Open Application

Actor: Player

Scenario: Player opens the application.

No: 6

Title: Start new game

Actor: Player

Scenario: Player chooses new game from menu. Game starts.

Precondition: Use case 5

Extension: a) Players chooses quit → game app closes.