

Use Case	Receiving damage from an enemy
Primary Actors	Player, Enemy
Precondition	The player and an enemy both exist on the board and can reach each other.
Trigger	The player attempts to move around or toward the enemy.
Scenario	<p>The player resides on some square on the board.</p> <p>The enemy moves towards the player's square.</p> <p>The enemy is within range of the player, and attacks.</p> <p>The player receives the enemy's attack.</p> <p>The player's health is reduced, and an indicator GUI is updated to reflect the change.</p>
Exceptions	The player's health is reduced to 0: the game ends, and a GUI popup is displayed to indicate to the player that they have reached a game over.
Priority	Essential: must be implemented
Open Issues	<p>How much time should pass before an enemy can attack, once in range?</p> <p>How large should an enemy's attack range be? (Distance from player)</p> <p>How much should the player's health be reduced by an enemy attack?</p>

Use Case	Winning the level
Primary Actors	Player
Precondition	A key and a door exist both on the board.
Trigger	The player decides to obtain the key and attempts to complete the level.
Scenario	<p>The key resides on a square on the board.</p> <p>The player collects the key (See use case: <i>Collecting a reward</i>)</p> <p>The player heads towards the door.</p> <p>The player enters the door and a GUI popup is displayed letting the player know that he won the level and heads to the next stage.</p>
Exceptions	The player reaches the last level where ultimately the game ends, and a GUI popup is displayed to indicate to the player that they have won the game.
Priority	Essential: must be implemented
Open Issues	When should the key appear in order to win the level?

Use Case	Attacking an enemy
Primary Actors	Player, Enemy
Precondition	The player and an enemy both exist on the board and can reach each other.
Trigger	The player decides to move toward the enemy.
Scenario	<p>The player resides on some square on the board.</p> <p>The player moves towards the enemy's square.</p> <p>The player is within range of the enemy.</p> <p>The player presses the 'Attack' key on their keyboard and attacks the enemy.</p> <p>The enemy receives the attack.</p> <p>The enemy's health is reduced, and the enemy reacts somehow to indicate they have taken damage.</p>
Exceptions	The enemy's health is reduced to 0: The enemy is defeated, reacting to indicate it, and disappears from the board.
Priority	Medium priority
Open Issues	<p>How much time should pass before the player can attack, once in range?</p> <p>How large should the player's attack range be? (Distance from enemy)</p> <p>How much should the enemy's health be reduced by the player's attack?</p>

Use Case	Collecting a reward
Primary Actors	Player
Precondition	The player and a reward both exist on the board, and the player can reach the reward.
Trigger	The player decides to collect the reward.
Scenario	<p>The reward resides on some square on the board.</p> <p>The player moves towards the reward's square.</p> <p>The player moves onto the reward's square.</p> <p>The reward disappears from the board, and the game score is increased.</p>
Exceptions	
Priority	Essential: must be implemented
Open Issues	How much should the game score be increased?