# Use Case – User plays stage

**Primary Actor:** The user.

**Stakeholders and Interest:**

-The user: Wants enough enemies to fight for leveling –up. Wants a game story to interact with and to become involved in the game. Wants to interact with other humans, as well as computer players. Wants treasures and gifts to make them stronger.

**Preconditions:**

-Needs enemies to fight.

-Needs weapons to fight enemies.

-Needs NPC’s to evolve the story and gameplay

**Post conditions:**

-User has become stronger (physical attributes)

-User has enough levels to take on the next stages enemies (which are stronger)

-User has beaten stage boss.

**Main Success Scenario:**

1. User roams around stage.
2. User encounters other entity.
3. Interaction ends.
4. Repeat steps 1 – 3 until user encounters stage boss.
5. User fights boss.
6. User beats boss.
7. User continues to next stage.

**Extensions:**

**2a.** User encounters friendly entity.

1. User talks with friendly.

**2b.** User encounters enemy entity.

1. User fights enemy.
2. User beats enemy.
   1. Enemy beats user.
      1. User temporarily loses attributes.
      2. Respawn user to last checkpoint.
3. User collects treasure from enemy and gains experience.

6a. Boss beats User.

1. User temporarily loses attributes.
2. User respawns to last checkpoint.

**Special Requirements:**

**Technology and Data Variations List:**

**Frequency of Occurrence:**

**Open Issues:**