

Use Case Name: Cross road terrain
Brief Description: Player wishes to cross road terrain in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none"> 1. Player starts the game 2. Player uses 'Up Arrow' to navigate up in the terrain 3. Player uses 'Down Arrow' to navigate down in the terrain 4. Player uses 'Left Arrow' to navigate left in the terrain 5. Player uses 'Right Arrow' to navigate right in the terrain 6. Player avoids hitting a car while crossing the road
Alternate Flow: <ol style="list-style-type: none"> 1. Player gets hit by the car and loses a life 2. Player loses all lives and game ends
Preconditions: Player has at least one life to play the game and has reached road terrain
Success Guarantee: Player is able to cross the terrain and move to the next terrain
Minimal Guarantee: Player is able to navigate in the terrain itself without able to move to the next terrain

Use Case Name: Cross rails terrain
Brief Description: Player wishes to cross rail terrain in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none"> 1. Player starts the game 2. Player uses 'Up Arrow' to navigate up in the terrain 3. Player uses 'Down Arrow' to navigate down in the terrain 4. Player uses 'Left Arrow' to navigate left in the terrain 5. Player uses 'Right Arrow' to navigate right in the terrain 6. Player avoids hitting a train while crossing railway tracks
Alternate Flow: <ol style="list-style-type: none"> 1. Player gets hit by a train and loses a life 2. Player loses all lives and game ends
Preconditions: Player has at least one life to play the game and has reached rails terrain
Success Guarantee: Player is able to cross the terrain and move to the next terrain
Minimal Guarantee: Player is able to navigate in the terrain itself without able to move to the next terrain

Use Case Name: Cross River
Brief Description: Player wishes to cross the river in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none">1. Player reaches the river2. Player uses 'Up Arrow' to get on the log3. Player uses 'Down Arrow' to get to the log below4. Player uses 'Left Arrow' to get to the log on the left5. Player uses 'Right Arrow' to get to the log on the right6. Player avoids falling into the river
Alternate Flow: <ol style="list-style-type: none">1. Player falls into the river and loses a life2. Player loses all lives and game ends
Preconditions: Player has at least one life to play the game and has reached the river terrain
Success Guarantee: Player is able to cross the river and move to the next terrain
Minimal Guarantee: Player is able to navigate in the terrain itself without able to move to next terrain

Use Case Name: Cross Land
Brief Description: Player wishes to cross the land terrain in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none"> 1. Player reaches the land terrain 2. Player uses 'Up Arrow' to navigate up in the terrain 3. Player uses 'Down Arrow' to navigate down in the terrain 4. Player uses 'Left Arrow' to navigate left in the terrain 5. Player uses 'Right Arrow' to navigate right in the terrain 6. Player avoids trees and rocks
Alternate Flow: <ol style="list-style-type: none"> 1. Player is blocked by a tree or rock if appropriate navigations keys are not used to avoid the tree
Preconditions: Player has at least one life to play the game and has reached the land terrain
Success Guarantee: Player is able to cross the land and move to the next terrain
Minimal Guarantee: Player is able to navigate in the terrain itself without able to move to next terrain

Use Case Name: Navigation in the game
Brief Description: Player wishes to navigate in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none">1. Player uses 'Up Arrow' to navigate up in the terrain2. Player uses 'Down Arrow' to navigate down in the terrain3. Player uses 'Left Arrow' to navigate left in the terrain4. Player uses 'Right Arrow' to navigate right in the terrain
Alternate Flow: <ol style="list-style-type: none">1. Player chooses not to navigate in the game and remains in one location
Preconditions: Player has at least one life to play the game
Success Guarantee: Player is able to use the various arrow keys to navigate in the game
Minimal Guarantee: NA

Use Case Name: Collect coins
Brief Description: Player collects coins in the crossy roads game
Actors: Player
Basic Flow: <ol style="list-style-type: none">1. Player starts the game2. Player collects coins3. For every 3 coins collected, a player gets one extra life
Alternate Flow: <ol style="list-style-type: none">1. Player chooses not to collect coins
Preconditions: Player has at least one life to play the game and coins are remaining in the level to collect
Success Guarantee: Player is able to collect all the coins in the level
Minimal Guarantee: Player is able to collect some of the coins in the level

Use Case Name: Lose life
Brief Description: Player could be hit by obstacles in the crossy roads game and lose life
Actors: Player
Basic Flow: <ol style="list-style-type: none">1. Player starts the game2. Player navigates through the terrains in the game3. Player gets hit by a car/ train or falls into the river4. Player loses a life
Alternate Flow: <ol style="list-style-type: none">1. Player does not get hit by an obstacle or does not fall into the river
Preconditions: Player has at least one life to play the game
Success Guarantee: Player loses a life by hitting an obstacle
Minimal Guarantee: NA

Use Case Name: Cross finish line
Brief Description: When player reaches the finish line, game moves on to next level
Actors: Player
Basic Flow: <ol style="list-style-type: none"> 1. Player starts the game 2. Player navigates through the terrains in the game 3. Player reaches the finish line of the current level 4. Player moves on to next level
Alternate Flow: <ol style="list-style-type: none"> 1. Player loses all lives in the current level and does not reach the finish line
Preconditions: Player has at least one life to play the game and player has more levels left for completion in the game
Success Guarantee: Player reaches the finish line and moves on to next level
Minimal Guarantee: NA

Use Case Name: Track progress
Brief Description: Player checks the current progress in the game by tracking lives counter, coins collected and current level
Actors: Player
Basic Flow: <ol style="list-style-type: none"> 1. Player starts the game 2. Player navigates through the terrains in the game 3. Player collects coins 4. Player loses life by being hit by a car/train or falling into the river 5. Player checks progress by tracking lives counter, coins collected and current level
Alternate Flow: NA
Preconditions: Player has at least one life to play the game
Success Guarantee: Player always can track the current progress in the game
Minimal Guarantee: NA

Use Case Name: Check Scoreboard
Brief Description: Player has access to the scoreboard at the end of the game
Actors: Player
Basic Flow: <ol style="list-style-type: none">1. Player starts the game2. Player navigates through the terrains in the game3. Player completes all the levels in the game4. Player can check the scoreboard at the end of the game
Alternate Flow: <ol style="list-style-type: none">1. Player starts the game2. Player navigates through the terrains in the game3. Player loses all lives in the current level and the game ends4. Player can check the scoreboard at the end of the game
Preconditions: Player has initiated the game
Success Guarantee: Player always has access to the scoreboard at the end of the game
Minimal Guarantee: NA