# Use Case Specification

**Use Case Diagram**
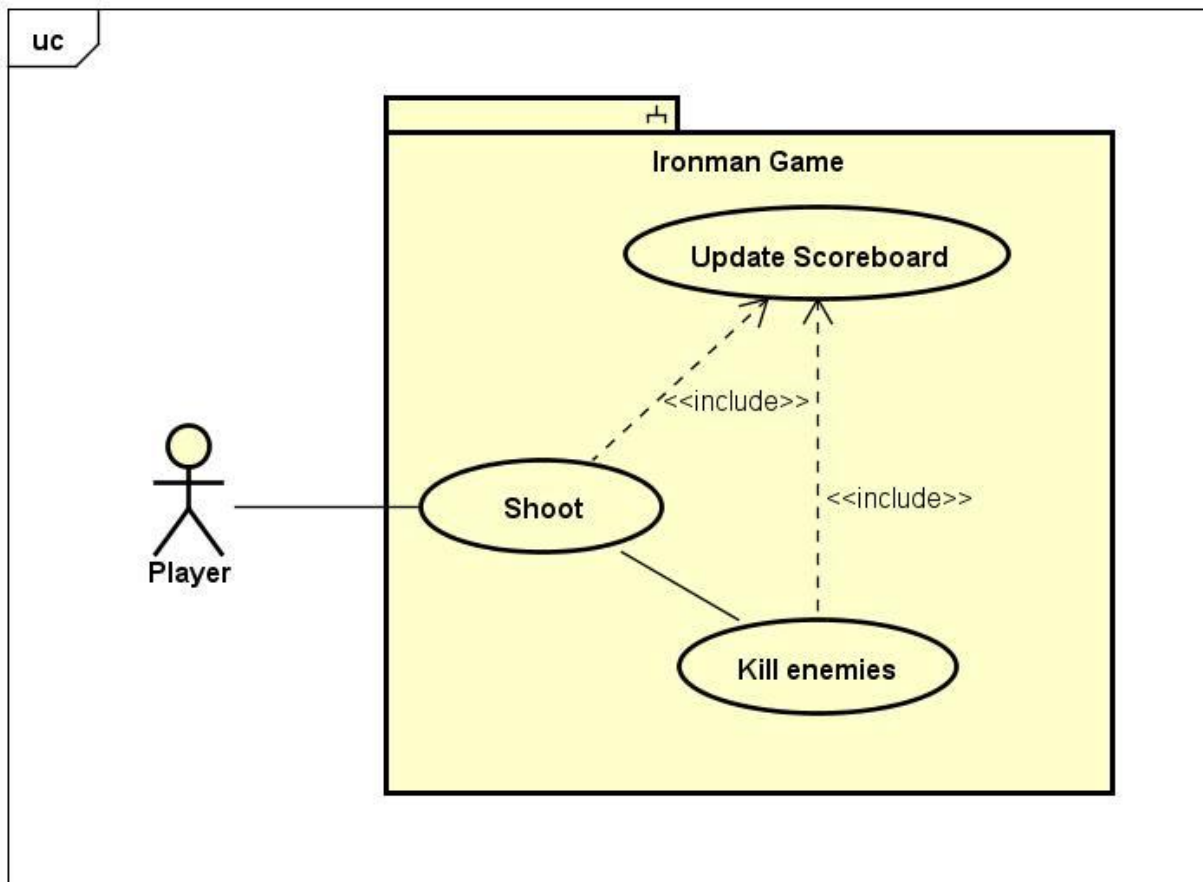
## Use Case Description

| Use Case Name | Kill Enemies | |
|---|---|---|
| Related Requirements | The player should be able to shoot to kill enemies. | |
| Goal In Context | The player shoots and kills all the enemies. | |
| Preconditions | The game has been started. There are enemies yet to be killed. | |
| Successful End Condition | The player shoots and kills at least one enemy. | |
| Failed End Condition | The player gets hit by the enemy. Number of lives gets reduced and if the number of lives becomes 0, player gets killed. Game gets over | |
| Primary Actors | 1. Ironman<br>2. Enemy objects<br>3. Shots | |
| Secondary Actors | Scoreboard | |
| Trigger | The player starts shooting | |
| Main Flow | **Step** | **Action** |
| | 1<br>include::Update Scoreboard | The player starts shooting and the scoreboard gets updated with the number of shots left. |
| | 2 | The shot hits the enemy object. |
| | 3<br>include::Update Scoreboard | The enemy object gets killed and the scoreboard gets updated with the number of enemy objects killed. |
| Extensions | **Step** | **Branching Action** |
| | 1.1 | The player is not able to shoot as there are no more shots left to shoot. |
| | 2.1 | The enemy object hits the player and the number of lives gets reduced. |