

Items bolded are requirements for Project 3, anything not bolded is for Project 4.

User Intention	System Responsibility
User wants to move the character	The character moves <ul style="list-style-type: none"> - Jump - Left, right - sound
User attacks	Animates the attack SOUND of the sword Kills the creature SOUND of creature getting hurt and dying
User eats powerup	Invincibility Firepower
User runs into enemy	User loses health
User runs out of health	User loses one life and resets level
User loses all lives	Game Over :(
User runs out of time	User loses one life and resets level
User gets to the finish line	Victory animation Status is shown (how much health you lost, how many enemies you killed, how many coins you got) Give a grade e.g. S tier = no health lost, all enemies killed, all coins collected, all power ups collected Another grade for time Difference from Project 4: game will be finished after level 1 Project 4, there will be a prompt to ask if the user wants to continue to the next level
User hits a coin	coinCounter++; Coin collected sound Boss at the end of level 3 Check point for longer levels Check point for the beginning of that level

User wants to run through a wall	Wall blocks them (collision detection)
User attacks breakable block	Block breaks Item appears that user can take (power up or coin)
ENEMY REQUIREMENTS	Floating enemy (ghost) Ground enemy (zombie) Goomba type enemy Enemies just walk around Attacking enemies, knock one health out Shell enemies that go into shell when attacked User can ride shell Enemies don't fall off