

# Use Case for Maze Game

**Use Case:** Access the game via the executable

**Primary Actor:** Player

**Goal in Context:** To reach the exit cell after collecting all the “regular” rewards on the board

**Preconditions:** System must meet the minimum system requirements required for this game.

**Trigger:** The player clicks the start button in the main menu

**Scenario:**

1. The player launches the executable.
2. The player clicks how to play, learning the objective of the game.
3. The player exits out of the how to play window.
4. The player clicks start.
5. The game generates a random level, filled with rewards, potions, walls, and enemies.
6. The player collects the rewards systematically while avoiding enemies and moving around walls.
7. The player picks up a potion, and gains its effect for a short duration.
8. The player collects all rewards needed to escape.
9. The player reaches the exit cell.
10. The game displays the user's score gained during that level.
11. The game prompts the player to continue or exit the game.
12. The player presses continue and the game proceeds to next level

**Exceptions:**

1. Player collides with an enemy. **Score drops.**
2. Player collides with a trap. **Score drops**
3. Player collides with a wall. **Movement input blocked.**
4. The player's total score drops below 0. **Game over.**
5. The player presses ESC during gameplay, **Return to start screen.**
6. The player presses Quit at the end of a level. **Return to start screen.**