

Use Cases

User:

- Begin the game
- Take damage from enemies or punishments, resulting in lost points and health
- Collect reward
- Collect bonus reward
- Step in the 2 tiles in front of an enemy
- Lose points by being hit by a an environmental hazard
- Lose points by being hit by a mobile enemy
- Kill unaware guards
- Press switch to activate gates and stationary hazards
- Break glass window
- Step through laser or on shattered glass
- Be shot by turret by stepping in front of it
- Change location by moving to an adjacent tile
- Collect all rewards and go through exit gate to win
- Lose when caught by elite, health goes to 0, or score is negative
- Go to next stage, replay level, or exit at the end of a level

System:

- Update and display user score
- Display level completion details at the end of a level (score, time, final grade)
- Enemies move back and forth or go to user's location
- Update and display level number
- Update and display user health
- Update and display timer
- Apply a score multiplier to bonus rewards
- End game if user loses all points
- Generate game board
- Handle user input
- Display warning for user's low health
- Display game menu
- Enemies spot user if they step in front of them
- Alert nearby enemies when user steps on glass
- Alert all enemies when user steps through laser
- Change level if user meets the win condition