

Use Case Guide

Use case 1: Player plays the game and wins

Actor: Player

1. The player is on the game's welcome interface that features a start button and instructions button.
2. The player presses the start button.
3. The game displays a screen that states the game's instructions and objectives with a "start game" button .
4. The player presses okay indicating that they understand how to play the game.
5. Game begins, the game map appears on the player's computer screen with the player's character on the start cell, score count and time elapsed above the map.
6. The player moves their character one cell at each tick of the game through the map using the left arrow, right arrow, up arrow, and down arrow keys on their keyboard to move left, right, up, and down, respectively.
7. The player moves their character through the map avoiding enemies while trying to collect all regular rewards and as many bonus rewards as they can.
8. The player moves their character to the end cell with all regular rewards collected, a score of 0 or more, and before maximum amount of times is reached.
9. Game ends and the player is directed to the **ending interface**.
10. Screen displays a "Congratulations" message, the player's score, time it took them to complete the game, a game restart button, and a quit game button.

Use case 2: Player plays the game and loses

Actor: Player

1. The player is on the game's welcome interface.
2. The player presses the start button.
3. The game displays a screen that states the game's instructions and objectives with a "start game" button .
4. The player presses okay indicating that they understand how to play the game.
5. Game begins, the game map appears on the player's computer screen with the player's character on the start cell, score count and time elapsed above the map.
6. The player moves their character one cell at each tick of the game through the map using the left arrow, right arrow, up arrow, and down arrow keys on their keyboard to move left, right, up, and down, respectively.

7. The player moves their character through the map, avoiding enemies while trying to collect all regular rewards and as many bonus rewards as they can.
8. A moving enemy moves to the cell that the player's character is currently in before the player could reach the end cell.
9. Game ends and the player is directed to the ending interface.
10. Screen displays a "Game Over" message, the player's score, time elapsed, a game restart button, and a quit game button.

Use case 3: Player plays the game and quits before completing.

Actor: Player

1. The player is on the game's welcome interface.
2. The player presses the start button.
3. The game displays a screen that states the game's instructions and objectives with a "start game" button .
4. The player presses okay indicating that they understand how to play the game.
5. Game begins, the game map appears on the player's computer screen with the player's character on the start cell, score count and time elapsed above the map.
6. The player moves their character one cell at each tick of the game through the map using the left arrow, right arrow, up arrow, and down arrow keys on their keyboard to move left, right, up, and down, respectively.
7. The player moves their character through the map avoiding enemies while trying to collect all regular rewards and as many bonus rewards as they can.
8. Before collecting all regular rewards and reaching the end cell, the player decided that they don't wish to continue playing the game due to a change in the external environment.
9. The player presses the pause button on the game
10. The player is brought to the "paused" interface which displays a "quit game" button and a "continue" button.
11. The player clicks on the quit game button.
12. The player is directed back to the welcome interface and the game does not show their score or time elapsed from their previous game before redirecting.