

Use case: *Collect Rewards.*

Primary actor: Protagonist

Goal in context: To get to the spot that contains a reward and collect it to get closer to finishing the game.

Preconditions: Game has barriers, punishments, and enemies along the way to reach to the rewards.

Trigger: The player controls the main character in the game using the assigned keys of their keyboard to get to the reward.

Scenario:

1. Protagonist: locates the reward.
2. Protagonist: finds a path to get to the reward.
3. Protagonist: moves "left", "right", "up", "down".
4. Enemy: tries to catch and stop the main character.
5. Protagonist: tries to stay away from the enemies and the punishments.
6. Steps on the cell containing the reward, collects the reward, and the reward disappears.

Exceptions:

1. Enemies come in between, and protagonist get killed.
2. Protagonist comes across a barrier in between.

Use case: *Kill the main character.*

Primary actor: Enemy

Goal in context: To stop the main character from collecting rewards, from moving forward in the game, and from getting to the end point.

Preconditions: The player can move the main character around the map using the keyboard controls, the map is bounded, the enemies are constantly moving, and there are barriers and punishments along the way.

Trigger: The enemy keeps walking in the assigned area or towards the main character, and it encounters the main character.

Scenario:

1. Enemy: Detects where the main character is in the game map and starts moving towards him.

2. Protagonist: Tries to avoid coming in contact with the enemy and continues to collect rewards so that it can finish and win the game.

3. Enemy: tries to catch the main character to kill it.

Exceptions:

1. The main character dodges the enemy.

2. A barrier comes in between the enemy and the main character.

3. The main character chooses a different path.