

## Group 3 Phase 1 Use Cases

### Use case 1

Use case	Moving
Primary actor	The player
Goal in context	Move the main character around to collect required treasures and reach the end of the level.
Preconditions	Player has entered a level
Trigger	Player presses and holds W, A, S, or D on the keyboard
Scenario	I, the player, want to press and hold a button on my keyboard to move my character around.
Exceptions	If the player is against a wall, they can't move in that direction. If the player is dead
Secondary actors	Main character

### Use case 2

Use case	Pause the game
Primary actor	The player
Goal in context	Pause the game, stopping movement of the main character, enemy, and game clock.
Preconditions	Player has entered a level
Trigger	Player pressed Esc on the keyboard
Scenario	I, the player, want to press a button on my keyboard to pause the game if I need to take a break.
Exceptions	If the player has already died
Secondary actors	Main character, moving enemy

### Use case 3

Use case	Reach finish line
Primary actor	The player
Goal in context	Reach the end of our map and complete the level
Preconditions	Player has entered a level Player has collected all required treasures
Trigger	Press moving keys
Scenario	I, the player want to navigate through the map and collect the treasures by visiting their locations on the grid
Exceptions	If the player has already died
Secondary actors	Main character

### Use case 4

Use case	Touch moving enemy (instant death)
Primary actor	The player
Goal in context	Make the player be careful with their movement and watch their surroundings Have a way to lose the game
Preconditions	Player has entered a level Player is still alive
Trigger	Stay stationary and let the moving enemy reach you
Scenario	I, the player, was not evasive enough to dodge the enemy, so it has killed me.
Exceptions	If the player has completed the level If the player has already died
Secondary actors	Main character, moving enemy

### Use case 5

Use case	Touch punishment (lose HP. If you go below 0, die)
Primary actor	The player
Goal in context	Make the player be careful with their movement and watch their surroundings Have a way to lose the game
Preconditions	Player has entered a level Player is still alive
Trigger	Moving the main character into the punishment.
Scenario	I, the player, was not aware of my surroundings and ran into a punishment. Therefore, I am penalized. If my HP was too low and the punishment brings my HP to 0 or below, I lose
Exceptions	If the player has completed the level If the player has already died
Secondary actors	Main character, punishment

### Use case 6

Use case	Collect required treasure
Primary actor	The player
Goal in context	To be able to finish the level
Preconditions	Player has entered a level Player is still alive
Trigger	Move the main character to where the required rewards are.
Scenario	I, the player, have collected the required treasures therefore I must navigate to the finish line to complete the level.
Exceptions	If the player has already died
Secondary actors	Main character, regular rewards

### Use case 7

Use case	Collect bonus treasures
Primary actor	The player
Goal in context	Increase your score before you finish the level
Preconditions	Player has entered a level
Trigger	Move the main character to the location of the bonus rewards.
Scenario	I, the player, want to collect as many bonus treasures without putting myself in danger to increase my score before ending the level. A high score represents achievement.
Exceptions	If the player has completed the level If the player has already died
Secondary actors	Main character, bonus rewards

### Use case 8

Use case	Choose level
Primary actor	The player
Goal in context	To reach the next stage in the game and complete
Preconditions	Must have completed the previous level
Trigger	Select the level from the menu
Scenario	I, the player have completed a level in the game and wish to play more levels by selecting the next one
Exceptions	If the player isn't in game If the player hasn't completed previous levels