

Use cases:

Use Case: Player pauses the game

- **Primary Actor:** Player
- **Goal in context:** Player pauses the game
- **Preconditions:** Player has a level open
- **Trigger:** Player wants to pause the game
- **Scenario:**
 1. Player is in a level, then uses mouse to click on the pause button
 2. Game is paused
- **Exceptions:** none
- **Priority:** essential
- **When available:** always during a level
- **Frequency of use:** depends on the player
- **Channel to actor:** Mouse
- **Secondary actors:** None
- **Channels to secondary actors:** None
- **Open issues:**
 1. Can pausing the game at certain moments somehow give the player an unfair advantage in the game?

Use Case: Player starts a level

- **Primary Actor:** Player
- **Goal in context:** Player starts a level
- **Preconditions:** Player has the game open
- **Trigger:** Player wants to start the game
- **Scenario:**
 1. Player is on the main menu once game has opened
 2. Player presses the 'play' button
 3. Player is brought to a level selection screen and clicks on a level
 4. Player has started the game
- **Exceptions:** none
- **Priority:** essential
- **When available:** always
- **Frequency of use:** very often (probably every time the player opens the game)
- **Channel to actor:** Keyboard and Mouse
- **Secondary actors:** None
- **Channels to secondary actors:** None
- **Open issues:** None

Use Case: Player loses the game

- **Primary Actor:** Player
- **Goal in context:** Player losing the game
- **Preconditions:** The player has chosen a level
- **Trigger:** Player has started the level
- **Scenario:**
 1. Player uses arrow keys to and collides with enemies (janitor/security/traps)
 2. Player's score is decreased
 3. Step 1 repeated until score is negative
 4. Lose screen pops-up (player loses)
- **Exceptions:** The player avoids enemies and wins
- **Priority:** essential
- **When available:** always, once the player starts a level
- **Frequency of use:** Can happen during any level (depends on whether player loses or wins)
- **Channel to actor:** Keyboard
- **Secondary actors:** None
- **Channels to secondary actors:** None
- **Open issues:** 1. Should the player have a default starting score?

- **Use Case:** Player leaves the game
- **Primary Actor:** Player
- **Goal in context:** Player leaves the game
- **Preconditions:** Player started the game
- **Trigger:** Player wants to quit the game
- **Scenario:**
 1. Player presses the main menu button in the corner of the level
 2. The main menu has a 'quit' button which the player presses
- **Exceptions:** none
- **Priority:** essential
- **When available:** always once the player starts a level
- **Frequency of use:** Once per game
- **Channel to actor:** Mouse
- **Secondary actors:** None
- **Channels to secondary actors:** None
- **Open issues:**
 1. Should the player be able to leave the game from every screen, or do they have to navigate to the main menu to quit?

- **Use Case:** Player wins the level
 - **Primary Actor:** Player
 - **Goal in context:** Player takes the necessary steps to win the level
 - **Preconditions:** The player has chosen a level
 - **Trigger:** Player has started the level
 - **Scenario:**
 1. Player uses arrow keys to avoid enemies (janitor/security/traps)
 2. Player uses arrow keys to guide racoon towards trash
 3. Player collects trash by colliding with it (player and trash on same tile)
 4. Player uses arrow keys to guide racoon to exit
 5. Player completes level (win screen pops-up with score)
 - **Exceptions:** Player loses too many lives to enemies (loses)
 - **Priority:** Essential
 - **When available:** Once the level is started
 - **Frequency of use:** Can happen during any game (depends on whether player loses or wins)
 - **Channel to actor:** keyboard
 - **Secondary actors:** None
 - **Channels to secondary actors:** None
 - **Open issues:**
 1. Should the player be able to instantly collect trash, or should there be a timer for more of a challenge?
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- **Use Case:** Player moves the character
 - **Primary Actor:** Player
 - **Goal in context:** Navigating the maze to collect rewards, avoid obstacles and enemies, and escape
 - **Preconditions:** Game is in an active state.
 - **Trigger:** player presses down on a movement key
 - **Scenario:**
 - a. The player presses down on a movement key
 - b. The engine checks if proposed move is valid (i.e. no wall)
 - c. If valid, move the character to the proposed cell
 - d. If invalid, the character remains in place
 - e. The engine takes in the action/inaction and updates the rest of the board
 - f. The board display is updated
 - **Exceptions:**
 - a. If move is invalid, character remains in place
 - b. If the player moves into another enemy, game ends.
 - **Priority:** High (3)

- **When available:** At all times when the game is in an active state.
- **Frequency of use:** Continuous
- **Channel to actor:** Keyboard arrow keys
- **Secondary actors:** Enemies
- **Channels to secondary actors:** N/A
- **Open issues:**
 - a. How is a collision between the character and the enemies handled?