

# Use cases

## UC1: Start the game

### MAIN SCENARIO

1. Starts when the user navigates to the webpage
2. System shows a maze, controls, the current score, a counter showing steps left, a restart button and an explanation of how to play the game.
3. Arrows on the controller, in directions the character cannot go, are unusable by the user.
4. Maze tiles “currently in the characters view” is visible, all other tiles are hidden.

## UC2: Returning to the game

### MAIN SCENARIO

1. Starts when the user navigates to the webpage again, after having left
2. System presents the information as UC1, with the same information the user had when he or she visited the webpage last time.

## UC3: Moving the character

### MAIN SCENARIO

1. Starts when the user presses any of the directional buttons on the controller
2. System presents the information as UC1, but the character has been moved to a new position on the maze.
3. The counter showing how many steps the character can move is updated; showing one less move left.

### ALTERNATE SCENARIOS

- ❖ 1a. The character was unable to move in that direction
  - System presents the same information as before the move, no changes are made.
  - System presents a message explaining what went wrong.
- ❖ 3a. The character passed a hazard on the maze
  - The counter showing how many steps the character can move is updated; showing less moves left depending on the hazard passed.

## UC4: Moving to the next maze

1. Starts when the character stands on the exit tile and presses the “Next Maze” button.
2. The character is moved to a new maze and information is shown as in UC1.
3. The user is awarded points based on the number of steps he or she used to get to the exit.

### ALTERNATE SCENARIOS

- ❖ 1a. The character was unable to move to the next maze
  - System presents the same information as before the move, no changes are made.
  - System presents a message explaining what went wrong.

## UC5: Game Over

1. Starts after user completes UC3 and the counter showing how many steps the character can move is at 0 or below.
2. System presents information as normal but all controls are unusable by the user.
3. System presents a message telling the user that the game is now over. It also shows the players total score.

## UC6: Restarting the game

1. Starts when the user presses the "Restart button", at any time
2. Continues from UC1, step 2