Use Case: Menu

Summary: This is where the player chooses what he/she want to do.
Priority: High
Extends:
Includes:
Participators:

Normal flow

Flow 1.1: User press the start-button

	Actor	System
1.1.1	Press start in main menu	
1.1.2		Starts game

Flow 1.2: User press the level-button

	Actor	System
1.2.1	Press levels in main menu	
1.2.2		Open level selector

Flow 1.3: User press the settings-button

	Actor	System
1.3.1	Press settings in main menu	
1.3.2		Open level selector

Alternative flow

There is no alternative flow

Exceptional flow

There is no exceptional flow

Use Case: Select level

Summary: This is where the player chooses the current level. Requires being in the "Level select"-menu.
Priority: Medium
Extends:
Includes:
Participators:.Level

Normal flow

Flow 2.1: Normal movement without obstruction

	Actor	System
2.1.1	Press a level in the level selector	
2.1.2		Start the selected level

Alternative flows

2.2 Level not unlocked

	Actor	System
2.2.1		Nothing happens

2.3 Press back-button in level selector:

	Actor	System
2.3.1	Press back in the level selector	
2.3.2		Open start menu

Exceptional flow

There is no exceptional flow

Use Case: Settings

Summary: This is where the user can change settings
Priority: Low
Extends:
Includes:
Participators:

Normal flow

Flow 3.1: Press the "Change controls"-button

	Actor	System
3.1.1	Press a level in the Controls	
3.1.2		Stars the change-control menu.

Flow 3.2: Press the "Volume"-button

	Actor	System
3.2.1	Press a level in the level selector	
3.2.2		The label besides the "Volume"-button will be writable. Write the volume you'd like

Flow 3.3: Press "Reset all"

	Actor	System
3.3.1	Press a "Reset all"-button.	
3.3.2		Resets the highscores and change controls to default.

Alternative flows

Exceptional flow
There is no exceptional flow

Use Case: Move

Summary: This is how the player, or actor, moves their Character in the world. UC Start must happen before this.
Priority: High.
Extends:
Includes:
Participators: Character

Normal flow

Flow 4.1: Normal movement without obstruction

	Actor	System
4.1.1	Hold left- or right-key	
4.1.2		Character moves to the left or right
4.1.3	Release key	
4.1.4		Character stops moving

Alternative flows

Flow 4.2: Character collide with a wall

	Actor	System
4.2.1		Character stops moving

Flow 4.3: Character collide with a lethal obstacle

	Actor	System
4.3.1		Reset character position
4.3.2		Reset time
4.3.3		Reset stars

Flow 4.4: Character takes a big star

	Actor	System
4.4.1		Character grows big

Flow 4.5: Character takes a small star

	Actor	System
4.5.1		Characther shrinks

Flow 4.6: Character collides with the exit

	Actor	System
4.6.1		Display score screen

Flow 4.6.1: Score screen

	Actor	System
4.6.1.1	Press "Next Level"	
4.6.1.2		Load next level

Flow 4.6.2: Score screen

	Actor	System
4.6.2.1	Press "Retry"	
4.6.2.2		Load this level

Flow 4.6.3: Score screen

	Actor	System
4.6.3.1	Press "Home"	
4.6.3.2		Goes to home screen

Exceptional flow

There is no exceptional flow

Use Case: Jump

Summary: This is how the player, or actor, jumps with their Character in the world.
Priority: High
Extends:
Includes:
Participators: Level

Normal flow

Flow 5.1: Character jumps

	Actor	System
5.1.1	Press up-key	
5.1.2		Ball moves in the y-axis

Alternative flows

Flow 5.2: Character moves rigth or left in jump

	Actor	System
5.2.1	Press up-key and rigth-/leftkey	
5.2.2		Ball moves in the x- and y-axis

Exceptional flow

There is no exceptional flow