

Use Case: Start game

Summary: This is how the player starts a new game.

Priority: mid

Extends: -

Includes: - Type player name, Choose weapon

Participators: The player

Normal flow of events

Flow 1. Starting a new game with no consequences

	Actor	System
1	Clicks on "start game".	
2		Displays the pre game menu
3	Types character name.	
4	Chooses weapon to use.	
5		Saves all choices, sets up game and displays game play.

Alternate flow of events

Flow 1.2 Cancelling starting a game

1	Actor	System
2	Clicks on "main menu".	
3		Displays the main menu.

Use Case: Change player name

Summary: This is how the player changes the player name

Priority: low

Extends: - Start game

Includes: -

Participators: The player

Normal flow of events

Flow 1. This is how the player types his/her name

	Actor	System
1	Clicks on "start game".	
2		Displays the pre game menu
3	Types character name.	
4		Saves the name

Use Case: Choose weapon

Summary: This is how the player chooses the weapon

Priority: low

Extends: - Start game

Includes: -

Participators: The player

Normal flow of events

Flow 1. Choose weapon

	Actor	System
1	Clicks on "start game".	
2		Displays the pre game menu
3	Choose weapon to play	
4		Saves the weapon option

Use Case: Options

Summary: This is how the player changes the options in the game.

Priority: low

Extends: -

Includes: - Change controllers, Change volume, Change resolution

Participators: The player

Normal flow of events

Flow 1. Changing the options

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Changes the setup in some way and clicks "Ok".	
4		Registers the changes and displays the main menu.

Use Case: Change to and from fullscreen

Summary: This is how the player changes to and from fullscreen in the game.

Priority: low

Extends: - Options

Includes: -

Participants: The player

Normal flow of events

Flow 1. Changing the resolution

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Clicks "fullscreen"	
4		The resolution changes to fullscreen

Use Case: Change controls

Summary: This is how the player changes the controllers in game

Priority: low

Extends: - Options

Includes: -

Participators: The player

Normal flow of events

Flow 1. Changing the controllers

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Mark any of the controller options	
4	Presses the key which suits best	
		Key changes to the chosen one

Use Case: Change volume

Summary: This is how the player changes the sound and music volume in the game

Priority: low

Extends: - Options

Includes: -

Participators: The player

Normal flow of events

Flow 1. Changing the volume of music

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Changes the music volume	
4		The music volume changes, and music starts over.

Flow 2. Changing the volume of sounds

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.

3	Changes the sound volume	
4		The sound volume changes

Flow 3. Mute music

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Unmark "music on"	
4		The music mutes

Flow 4. Mute sound

	Actor	System
1	Clicks "Options" in the main menu.	
2		Displays the options screen with three topics; Audio, Video and Controls.
3	Unmark "sounds on"	
4		The sounds mutes

Use Case: Take damage

Summary: This is how the player can take damage in the game

Priority: mid

Extends: -

Includes: -

Participators: The player

Normal flow of events

Flow 1. Taking damage from moving foe

	Actor	System
1	Player walks into the range of a moving foe	
2		Moving foe attacks
3		The attack of moving foe hits the player
4		The character loses health points

Flow 1. Taking damage from static foe

	Actor	System
1	Player walks into a static foe	
2		The character loses health points

Use Case: Pause

Summary: This is what happens when pressing pause button while playing game

Priority: low

Extends: -

Includes: UC-Options

Participators: The player

Normal flow of events

Flow 1. Pausing the game

	Actor	System
1	Presses pause button.	
2		Pauses the game, and displays a pause menu with choices: "Resume game", "Restart", "Options", "Exit to Main menu" and "Quit game"

Use Case: Game over

Summary: This is how the player can end a game. Either by winning or dying during the game.

Priority: mid

Extends: -

Includes: -

Participators: The player

Normal flow of events

Flow 1. Completes the map (wins the game)

	Actor	System
1	Completes the map.	
2		Displays a "You win!" screen.
3		Saves score in highscore file
4		Gives the actor the choice between playing again, returning to the main menu or quitting the game

Alternate flow of events

Flow 1.1 The character "dying"

	Actor	System
1	Somehow moves his/her character in a way that makes it lose all of it's hp.	
3		Saves score in highscore file
4		Displays a "You lost" screen.
5		Gives the actor the choice between trying again, returning to the main menu or quitting the game

Flow 1.1.1 Exiting the game after losing

	Actor	System
1	Clicks "Exit to main menu".	
2		Displays the main menu.

Flow 1.1.2 Trying again after losing

	Actor	System
1	Clicks "Try again".	
2		Displays a choice between playing another game with the same setup or a new one.
3		Starts a new game with the given choice.

Use Case: Move Into Collectibles

Summary: This is what happens when the character moves into the different collectibles.

Priority: mid

Extends: -

Includes: -

Participators: The player

Normal flow of events

Flow 1. Moving into a coin

	Actor	System
1	Moves his/her character into a coin in some way.	
2		Displays the coin disappearing and adds one to the score

Flow 2. Moving into a gem

	Actor	System
--	-------	--------

1	Moves his/her character into a gem in some way.	
2		Displays the gem disappearing and adds one to the score

Flow 2. Moving into a chocolate bar

	Actor	System
1	Moves his/her character into a chocolate bar in some way.	
2		Heal character with 20% of max hp

Flow 2. Moving into a energy drink

	Actor	System
1	Moves his/her character into a energy drink in some way.	
2		Heal character with 50% of max hp

Alternate flow of events

Flow 3.1 Moving into a health item when character has taken less damage than the amount of hp the item is corresponding to

	Actor	System
1	Moves his/her character into a health item in some way.	
2		Displays the health item disappearing and adds enough to completely replenish the characters hp.

Use Case: Move

Summary: This is how the player moves his/her character on the map/in the world.

Priority: high

Extends: -

Includes: -

Participators: The player

Normal flow of events

Flow 1. A simple jump with no consequences

	Actor	System
1	Presses up button. (He/she may combine this movement with every other movement possible)	
2		Displays the character jumping and landing on a platform.

Flow 2. Moving to the left with no consequences

	Actor	System
1	Presses left button. (He/she may combine this movement with every other movement possible)	
2		Displays the character continuously moving to the left.
3	Releases left button.	
4		Displays character stopping and staying at it's current position.

Flow 3. Moving to the right with no consequences

	Actor	System
1	Presses right button. (He/she may combine this movement with every other movement possible)	
2		Displays the character continuously moving to the right.
3	Releases right button.	
4		Displays character stopping and staying at it's current position.

Alternate flow of events

See UC-Move Into Collectibles.

Use Case: Highscore

Summary: This is how the player visits highscore

Priority: low

Extends: -

Includes: -

Participators: The player

Normal flow of events

Flow 1. Visiting the highscore list

	Actor	System
1	Clicks on "Highscore"	
2		Displays a list containing the eight best games

Use Case: Fight

Summary: This is how the player fights enemies in the game.

Priority: mid

Extends: -

Includes:

Participators: The player

Normal flow of events

Flow 1. Hitting an enemy

	Actor	System
1	Presses the space bar.	
2		Displays an animation of a swinging sword or a shooting gun.

3		Searches for an enemy in the range of the weapon.
4		If there is an enemy in the range, it loses an amount of hp corresponding to the characters weapon damage. If the enemy doesn't have more hp than the damage that is done to it it will die and the system will display it dying and disappearing.