Use Case: End Game

**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. ompletes the map (wins the game)**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |
| 1 | Completes the map. |  |
| 2 |  | Displays a “You have won!” screen. |
| 3 |  | Ends the game and returns to start menu. |

**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 or somehow moves the character down a cliff. |  |
| 2 |  | Displays a “Game over” screen. |
| 3 |  | Gives the actor the choice between trying again or returning to the main menu. |

**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: 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. |

Use Case: Load Game

**Summary:** This is how the player starts a loaded game.

**Priority:** low

**Extends:** -

**Includes: -**

**Participators:** The player

**Normal flow of events**

**Flow 1. Loading a game with no consequences**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |
| 1 | Clicks on “Load Game” |  |
| 2 |  | Displays a list containing previously saved games. |
| 3 | Clicks one of the saved games. |  |
| 4 | Clicks on “Start game”. |  |
| 5 |  | Loads the choosen game and displays game play. |

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 continuosly 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 continuosly moving to the right. |
| 3 | Releases right button. |  |
| 4 |  | Displays character stopping and staying at it’s current position. |

**Flow 4. Crouching with no consequences**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |
| 1 | Presses down button. (He/she may combine this movement with every other movement possible) |  |
| 2 |  | Displays the character continuosly crouching. |
| 3 | Releases down button. |  |
| 4 |  | Displays the character going back to standing upstraight. |

**Alternate flow of events**

See UC-MoveIntoCollectibles.

Use Case: MoveIntoCollectibles

**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 amount of coins. |

**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 amount of gems. |

**Flow 3. Moving into a health item**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |
| 1 | Moves his/her character into a health item in some way. |  |
| 2 |  | Displays the health item disappearing and adds the amount of hp the item corresonds to. |

**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: Options

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

**Priority:** low

**Extends:** -

**Includes: -**

**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. |

**Alternate flow of events**

**Flow 1.1 Clicking “Cancel” in “Options”**

|  |  |  |
| --- | --- | --- |
| 1 | Clicks “Options” in the main menu. |  |
| 2 |  | Displays the options screen with three topics; Audio, Video and Controls. |
|  | Clicks “Cancel”. |  |
|  |  | Disregards any changes made and displays the main menu. |

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”, “Save game”, “Options” and “Exit to Main menu”. |

Use Case: Start new game

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

**Priority:** mid

**Extends:** -

**Includes:**

**Participators:** The player

**Normal flow of events**

**Flow 1. Starting a new game with no consequences**

|  |  |  |
| --- | --- | --- |
|  | Actor | System |
| 1 | Clicks on “new game”. |  |
| 2 |  | Displays the new game menu. |
| 3 | Types character name. |  |
| 4 | Chooses character. |  |
| 5 | Chooses weapon to use. |  |
| 6 |  | Saves all choices, sets up game and displays game play. |

**Alternate flow of events**

**Flow 1.2 Cancelling starting a new game**

|  |  |  |
| --- | --- | --- |
| 1 | Actor | System |
| 2 | Clicks on “cancel”. |  |
| 3 |  | Displays the main menu. |