

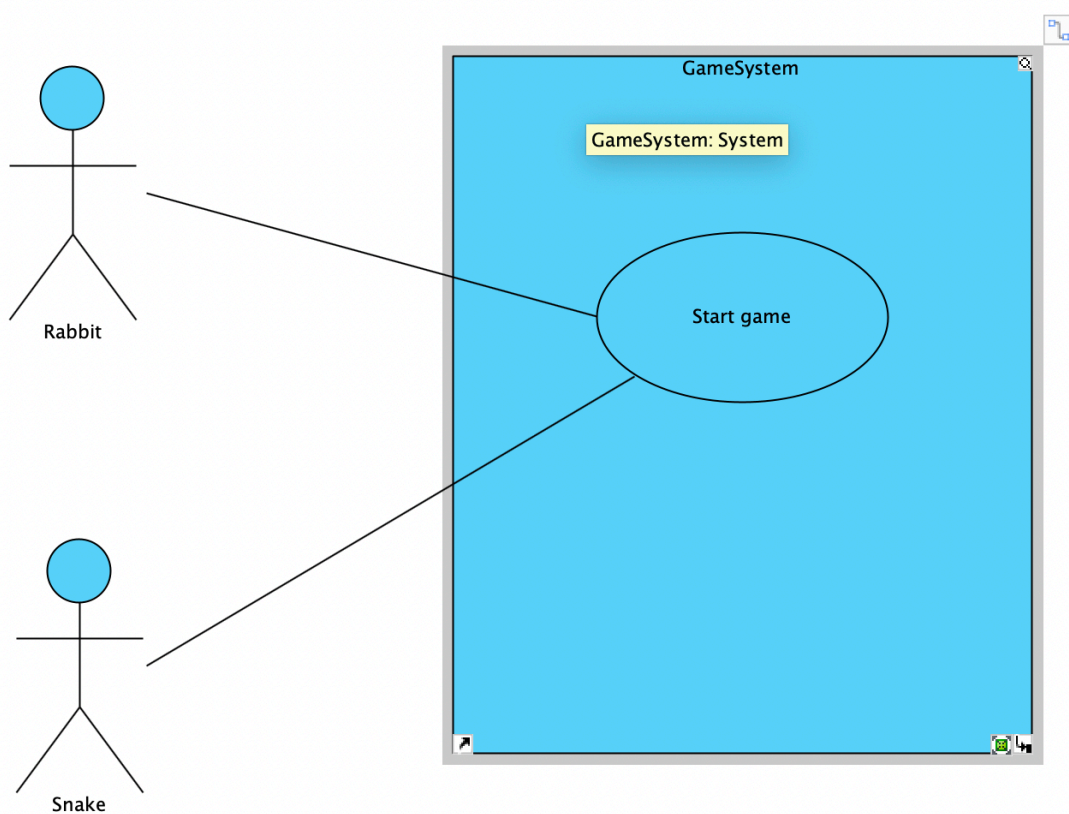
// Brief use case description

Title: Little Animal Horror Zoo

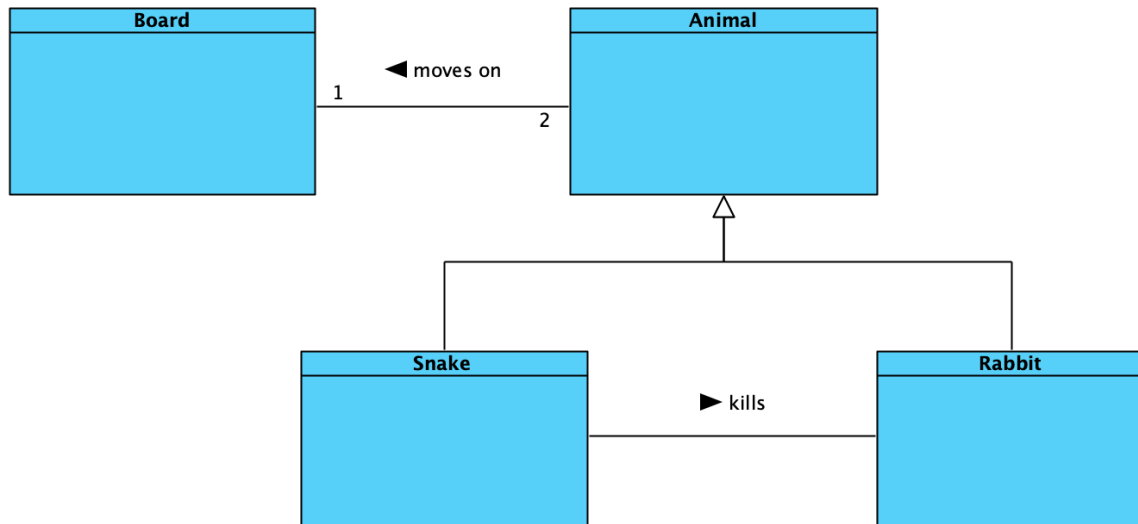
Actor: Player

Scenario: Game consists of a Rabbit and a snake. The snake hunts the Rabbit, and the Rabbit flees the snake. Both the snake and the rabbit take turns to move around the playing board. When the snake gets close to the rabbit, the rabbit says “The snake is getting closer, get me out of here”. If the snake and the rabbit are at the same position on the board, the rabbit will pray for its life, saying: “nooooo please don’t eat me”, and the snake will say “arrrrhhh I am going to eat you” and the snake will eat the rabbit and the rabbit loses the game and the game ends.

// Use case model



// Domain model



// Class diagram

