

1. Loading/Playing the game

Use Case: Play game

Primary Actor: Player

Second Actor(s): In-Game Enemies (Non-Playable Characters)

Pre-Conditions: Game is set up with 3 levels, each getting progressively more difficult as you progress (i.e, more moving enemies, more barriers, more traps). Each level has a key (reward) on the map which the player uses to unlock an exit, which allows the player to exit the level and progress to the next level.

Goal in Context: Pass through each level by collecting keys (rewards), avoiding enemies which cause damage to you (loss of health).

Trigger: Player clicks 'Play' button on main menu

Scenario:

1. Game launches
2. Player selects 'Play' on main menu
3. Player drops into map
4. Player either collects the key and makes it to the exit, or loses too much health and is forced to restart

Exceptions: Player doesn't like current settings. See use case '2. Adjusting settings'.

Priority: High (This is our main implementation)

Frequency of use: Very Frequent

2. Adjusting settings

Use case: Adjusting settings through 'Settings' option on main menu

Primary Actor: Player

Pre-Conditions: Game comes with pre-set settings (brightness, controls, volume)

Goal in Context: Adjust settings so that the player has the best experience possible

Trigger: Player doesn't like the current settings

Scenario:

1. Game launches
2. Player selects 'Play' on main menu
3. Player drops into map
4. Player does not like current settings, hits 'esc' key and goes back to main menu
5. Player goes into settings from main menu
6. Player adjusts settings, exits settings screen and then continues to play game

Exceptions: Player is fine with current settings. See use case: '1. Loading/Playing the game'.

Priority: Moderate (To be implemented after basic functions)

Frequency of use: Moderately frequent

3. Help/Documentation

Use case: Player is unsure of how to play/use game

Primary Actor: Player

Pre-Conditions: Game comes with pre-set settings (brightness, controls, volume)

Goal in Context: Assist player with knowledge of game mechanics

Trigger: Player is confused with how to play the game

Scenario:

1. Game Launches
2. Player selects 'Play' on main menu
3. Player drops into map
4. Player runs around map, runs into too many traps and/or gets hit by too many enemies and dies
5. Game resets and player drops back into map
6. Player selects 'main menu' from in-game pop-up menu
7. Player selects 'Help' in main menu to gather knowledge of basic controls
8. Player goes back to main menu and continues to play the game

Exceptions: Player picks up on game quickly and doesn't need any help or instructions. See use case: '1. Loading/Playing the game'.

Priority: Low (To be implemented after basic/advanced functions)

Frequency of use: Low - game should be basic enough such that players can pick up on it quickly without the requirement of help or documentation.