Use-Case: Play Game
- Actor: Player
- Description: Allows the player to initiate the start of the game. Once in the game, the player can move around the in-game world and initiate battles with enemies.

Use-Case: Move

- Actor: Player
- Description: Allows the player-controlled zombie to move around the 2-D world.
- Preconditions: The game is in progress.

Use-Case: Engage Battle

- Actor: Player
- Description: Initiates a battle with an NPC when the player comes into contact with them.
- Preconditions: The player encounters an NPC in the world.

Use Case: Attack Enemy

- Actor: Player
- Description: Allows the player-controlled zombie to attack the enemy during a battle.
- Preconditions: The player is engaged in a battle.

Use-Case: Retreat from Battle

- Actor: Player
- Description: Allows the player-controlled zombie to retreat from the battle.
- Preconditions: The player is engaged in a battle.

Use Case: Consume Corpse

- Actor: Player
- Description: Enables the player-controlled zombie to consume the corpse of a defeated NPC to replenish its hunger meter.
- Preconditions: The player defeats an NPC in battle.

Use Case: Exit Game

- Actor: Player
- Description: Allows the player to exit the game.

Use Case: Restart Game

- Actor: Player
- Description: Allows the player to restart the game from the beginning.