Use Cases for Zombienado:

HostGame
JoinGame
RunGame
BuyWeapon
Shoot
Move

Use Case: HostGame
Summary: Player hosts a game which other players can join.
Priority: High
Extends: -
Includes: - RunGame, SelectMap, StartServer
Participators: Actual Players

Normal flow of events:

	Actor	System
1	Fills in necessary textfields. Selects map from drop down list.	
2	Clicks "Host" button.	
3		Main menu is closed. Server is started. Game client is started with selected map.

Alternate flow:

No alternate flows

Exceptional flow:

Flow 3.1 Necessary information is not entered or is wrong.

	Actor	System
3.1		Game client is not started.

Use Case: JoinGame
Summary: Player joins an existing game
Priority: High
Extends: -
Includes: - RunGame
Participators: Actual Players

Normal flow of events:

		Actor	System
	1	Fills in necessary textfields.	
	2	Clicks "Join" button.	
	3		Main menu is closed. Game client is started.

Alternate flow:
Exceptional flow:

Flow 3.1 Necessary information is not entered or is wrong.

		Actor	System
	3.1		Prompts text is displayed. Prompts player to enter necessary information.

Use Case: RunGame
Summary: Player runs the game
Priority: High
Extends: -
Includes: - BuyWeapon, Shoot, Move
Participators: Actual Players

Normal flow of events:

		Actor	System
	1	Player joins a game	
	2		Game is started. Player characters are enabled. Enemies start to appear.

Alternate flow:
Exceptional flow:

Use Case: BuyWeapon
Summary: A player buying a weapon from in-game store
Priority: Medium
Extends:
Includes: SwitchWeapon
Participators: Actual Players

Normal flow of events:

	Actor	System
1	Player clicks purchase button on a weapon in the in-game store	
2		Player switches to selected weapon, Player balance is reduced by the weapon's price

Alternate flows:

Flow 2.1 Player does not afford selected weapon

	Actor	System
2.1		Nothing happens

Use Case: Shoot
Summary: Player shoots a weapon which creates a moving projectile.
Priority: High
Extends:
Includes: ZombieHit, SwitchWeapon
Participators: Actual Players

Normal flow of events:

	Actor	System
1	Player clicks the shoot button.	
2		Projectile is created. Projectile is given velocity. Shooting sound is played. Player ammo is reduced.
3		Projectile collides with something. Projectile is removed

Alternate flow:
Flow 3.1 Projectile collides with wall or boundary.

	Actor	System
3.1		Projectile is removed.

Flow 3.2 Projectile collides with zombie.

	Actor	System
3.2		Projectile is removed. Enemy takes damage.

Flow 3.2.1 Enemy's health is below zero

	Actor	System
3.2.1.1		Enemy is removed. Score and funds is updated.

Flow 3.2.1.1 Enemy is last enemy on map.

	Actor	System
3.2.1.1		Wave is ended.
3.2.1.2		Weapon shop prompt is displayed. 10 second timer is started. See Buy Weapon Use Case

Exceptional flow:

Flow 2.1 Player has no ammo for current gun.

	Actor	System
2.1		Player's current weapon is switched to pistol. No projectile is created.

Flow 2.2 Not enough time has gone by since last shot.

	Actor	System
2.2		No projectile is created.

Use Case: Move

Summary: Movement of a player or a zombie unit. A game must have started for movement to be enabled.
Priority: High
Extends:
Includes: Collision(ZombieCollide, WallCollide)
Participators: Actual Players, All Zombies

Normal flow of events:

	Actor	System
1	Moves unit (with movement keys if player)	
2		Unit is moved in specified direction.

Alternate flows:
Flow 2.1 Player unit moves into zombie:

	Actor	System
2.1.1		Player takes damage. Player health is reduced.

Flow 2.1.2 Player unit health is reduced below zero.

	Actor	System
2.1.2.1		Death message is shown. Player character is disabled/killed until current wave ends.

Flow 2.1.2.2 All other players are dead

	Actor	System
2.1.2.2		Game ends. Score is shown.

Exceptional flows:
Flow 2.2 Unit moves into wall:

	Actor	System
2.2.1		Unit doesn't move in specified direction.

Flow 2.3 Zombie unit moves into another zombie unit

	Actor	System
2.2.1		Zombie doesn't move in specified direction.