

USE CASES:

A. Start the Game:

- Primary Actor: User/Player
- Secondary Actor(s): Play Button, Arrow Keys
- Actor's Goals: Start playing, Winning the game (Achieving 100 points before the time of each level is over)
- Preconditions: N/A
- Tasks: Move UP, DOWN, LEFT, RIGHT, Get the Rewards and Bonuses, Avoid the Enemy and Punishments, Win the Game
- Exceptions / Variations: User tries to press an invalid key -> nothing happens, 100 points met with time 0:00 left -> Special Win, User moves towards the wall -> can't move in that direction
- Information Acquisition, Production, and Change: User gets the reward -> it disappears from the board and the user gets +10 points, User walks into the trap -> it disappears from the board and the user gets -10 points, User gets caught by the enemy -> User loses the game
- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: Current Score, Time Left, Value and Location of Rewards, Value and Location of Punishments, Location of Enemies and Barriers
- Information about Unexpected Changes: A hidden trap -> -50 points (Message: YOU FELL INTO A HIDDEN TRAP, YOU LOSE 50 POINTS)

B. Choose the Difficulty of your Level:

- Primary Actor: User/Player
- Secondary Actor(s): Arrow Keys, Enter Key
- Actor's Goals: Change the Starting Level according to their capability as a player
- Preconditions: Win the Easier Level, A history of the previous game and current level
- Tasks: Choose a Level and Press the Play Button
- Exceptions / Variations: Try choosing a Level that's unlocked -> Message: SORRY, YOU HAVEN'T ACHIEVED THAT LEVEL YET
- Information Acquisition, Production, and Change: Start Level A, Start Level B, and so on.

- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: Whether or not a level is unlocked
- Information about Unexpected Changes: N/A

C. Stop the Game:

- Primary Actor: User/Player
- Secondary Actor(s): Pause Button
- Actor's Goals: Stop playing the game and save the score and time in order to resume later on
- Preconditions: Game should have started
- Tasks: Press the Pause Button
- Exceptions / Variations: Get caught by enemy or fall into the trap when the user paused the game -> On resuming, lose the game or the points
- Information Acquisition, Production, and Change: Pausing the game and Show the current Score and remaining Time
- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: Every piece of the game is on pause
- Information about Unexpected Changes: Exit the Game without Pressing Pause -> Warning: All data will be lost

D. End the Game:

- Primary Actor: User/Player
- Secondary Actor(s): Press the Exit Button
- Actor's Goals: Exit the game and stop playing
- Preconditions: Game should have started
- Tasks: Press the Exit Button
- Exceptions / Variations: N/A
- Information Acquisition, Production, and Change: Show the Score (The player's journey in the game) and Time Left
- Information about External Changes: N/A
- Information Desired: The game has ended successfully
- Information about Unexpected Changes: N/A

E. Save the Game:

- Primary Actor: User/Player

- Secondary Actor(s): Press the Pause Button and the Save Button
- Actor's Goals: Save the Score and Time, Stop Playing
- Preconditions: Game should have started
- Tasks: Press the Pause Button and the Save Button
- Exceptions / Variations: Started the game but didn't get rewards or punishments, and didn't get caught by the enemy -> No data to save
- Information Acquisition, Production, and Change: Show the Score (The player's journey in the game) and Time Left
- Information about External Changes: N/A
- Information Desired: The game has been saved successfully
- Information about Unexpected Changes: N/A

F. Resume the Game:

- Primary Actor: User/Player
- Secondary Actor(s): Press the Play Button and/or the Resume Button
- Actor's Goals: Continue Playing the Saved Game
- Preconditions: Game should have been saved or paused
- Tasks: Press the Play and/or the Resume Button
- Exceptions / Variations: Saved Game is not found -> Error Message
- Information Acquisition, Production, and Change: Show the Score (The player's journey in the game) and Time Left of the Saved or Paused Game
- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: The saved or paused game has been started successfully
- Information about Unexpected Changes: Lost the data, Was about to get caught by the enemy or fall into a trap -> lose the game or the points

G. Complete the Game: (Win/Lose)

- Primary Actor: User/Player
- Secondary Actor(s): Play Button, Arrow Keys
- Actor's Goals: N/A
- Preconditions: Game should have ended
- Tasks: N/A
- Exceptions / Variations: N/A
- Information Acquisition, Production, and Change: Win: the player collected all the rewards in time, Lose: the enemy caught up with the player or the player didn't collect all rewards before the time is over

- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: Score with journey of player (Rewards and Punishments), Rank of score amongst previous ones, Time left (or none), Option to play again or quit
- Information about Unexpected Changes: N/A

H. Come Across a Collectible: (Reward/Punishment)

- Primary Actor: User/Player
- Secondary Actor(s): Play Button, Arrow Keys
- Actor's Goals: Avoid the punishments and collect the rewards
- Preconditions: Game should have started and player should move
- Tasks: Collect the Rewards by moving towards its cell, avoid the punishments and enemies, and reach the end
- Exceptions / Variations: N/A
- Information Acquisition, Production, and Change: The reward or punishment's value should be reflected in the points score (add or deduct), consequently allow the player to win or lose
- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: What effect did the reward or punishment have on the player's score
- Information about Unexpected Changes: If the time runs out as the reward is collected -> player would lose as they haven't reached the end, If the punishment causes negative points -> player would lose

I. Come Across the Enemy

- Primary Actor: User/Player
- Secondary Actor(s): Play Button, Arrow Keys
- Actor's Goals: Avoid the enemy
- Preconditions: Game should have started
- Tasks: Run away from the enemy
- Exceptions / Variations: N/A
- Information Acquisition, Production, and Change: N/A

- Information about External Changes: if a window or notification pops-up, the system pauses itself on its own, The Wifi doesn't work -> Poor Connection Message
- Information Desired: Consequence: Lose the Game
- Information about Unexpected Changes: N/A