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# ASSIGNMENT IP.1 - JACOB CHLEBOWSKI

## Use Cases:

### Use Case: Choose Configuration

Participating Actor: User

Entry Condition: None

Exit Criteria: Configuration selection updated

Flow of Events:

1. User requests configuration change
2. NinjaseApp resets configuration & refreshes display

### Use Case: Move Nina-Se

Participating Actor: User

Entry Condition: None

Exit Criteria: ninjase has been moved

Flow of Events:

1. User requests to move ninajse
2. NinajseApp moves ninjase, increments move counter, and refreshes display

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## Use Case: Pick up Key

Participating Actor: User

Entry Condition: Must be on tile with key

Exit Criteria: Key has been picked up by ninjase

Flow of Events:

1. User requests to pick up key
2. NinajseApp updates game board and refreshes display

## Use Case: Unlock Door

Participating Actor: User

Entry Condition: ninjase must move to tile with locked door, correct key must be held

Exit Criteria: Door has been unlocked

Flow of Events:

1. User requests to move ninjase to locked door square
2. NinjaseApp unlocks door, moves ninjase, updates counter and refreshes display

## Use Case: Reset Puzzle

Participating Actor: User

Entry Condition: None

Exit Criteria: ninjase, keys, and doors all reset to original configuration

Flow of Events:

1. User requests to reset puzzle
2. NinjaseApp resets puzzle and move counter, and refreshes display

## Storyboard:

Jacob Chlebowski IP.1

3. Click here to choose configuration **1**     4. Click here to choose configuration **2**     5. Click here to choose configuration **3**

Configuration 1          Configuration 2          Configuration 3

Up

Left     Right          (Move Coutner Here)

Down

Game Window

1. Use moues to select direction above to move ninjase

6. Click here to request key pick-up

Pick Up

Reset

2. Click here to reset configuration