USE CASES

Unity Prototype

1. Play game
   1. Main success scenarios
      1. Player launches game and is met with the interface
      2. Player presses start
   2. Alternate success scenarios
      1. Player launches game and is met with the interface
      2. Player loads mods
      3. Success message
      4. Player presses start
2. Spawn Entity
   1. User Story
      1. The user presses a key which will prompt a box for text input to appear. If they type the id of a loaded entity, they will then be prompted for an X and Y location at which this entity will be spawned. However, if the entity is a player entity, the current player entity will be removed first.

Application Prototype

1. Create Entity
   1. User Story
      1. The user clicks on a control (a button in this case, likely) that will create a new entity and put it into the list of entities. They will be able to edit properties of this entity such as its id, speed, collision detection, and sprite, and if it is the player.
2. Save Entities
   1. User Story
      1. The user, either by attempting to exit with unsaved changes and accepting the choice to save or pressing a save button will be presented with a location to save the entities into. The list of entities will then be saved into this file in JSON format.