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.
3. Start game

a. Main success scenario:

1. Click start game button.
2. An empty area will be displayed
3. The user will be able to add instances to show
4. Move character
5. Main success scenario:
6. The user will press the left and right arrow keys to move the player left and right
7. Shoot enemies
8. Main success scenario:
9. The user will press the spacebar to shoot enemies
10. Earn points
11. Main success scenario:
12. Each enemy will be a certain number of points based on their location on the screen
13. If the user hits an enemy, based on the worth of the enemy, that amount will be added to the total score
14. Load mods

a. Main success scenario:

1. The user will click on the load mods button
2. A file chooser will pop up
3. The user will select the json file that contains the modifications that they want to select
4. After they have selected the file they will press okay and the mods will be loaded into the game

Application Prototype

1. Open mod app
2. 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.
3. 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.