

Use Cases

Use case: Playing game

Iteration: 1

Primary Actor: Player

Goal in context: To collect all the hostages and reach the end state tile, escaping the arena

Preconditions: Player has clicked to start the game

Trigger: The game starts, or is triggered when the player leaves the starting tile. Upon doing so, the timer begins and all moving enemies are activated

Scenario:

1. Player sees the entire board and map
2. Player leaves the starting tile, triggering the timer and start of the game
3. When the player collects a regular hostage, their score increases and they get one of the following power ups: increased speed, freeze enemies for a few seconds, an axe to break walls, a sword to kill enemies
4. Player collects all regular hostages and any necessary keys to open doors, to get to the end tile
5. Player reaches the end tile, finishing the game

Exceptions:

1. Player misses a hostage: Without all hostages collected, the end tile will not be activated
2. Player misses a key: Certain keys are necessary to complete the level
3. Player gets hit by an enemy with no hostages: If hit with no hostages, the game ends
4. Player gets hit by an enemy while holding a hostage: If hit with a hostage, the player loses their most recently obtained hostage and has to pick up said hostage again

Priority: Essential, must be implemented

When available: First launch of game

Frequency of use: Whenever the game is played

Channel to actor: Ran with executable, with .java files in a folder

Open issues: Should the instruction set be available even after the player is in the map? What's a fair way to balance score so players are rewarded for time, but also precision? (ie: no luck aspect to overcoming levels). How quickly should the main character move? Should it be at the same speed as the enemies? Faster? Slower?

Use case: Quit game and display the main menu

Iteration: 1

Primary Actor: Player

Goal in context: Allow player to leave the game once it started and view the main menu

Preconditions: Game must have already started

Trigger: The player no longer wants to play or wants to restart the game

Scenario:

1. Player wants to end the game
2. Player presses escape and sees the options menu
3. Player presses 'Quit Game'
4. Player confirms the selection again (to avoid accidental misclicks)

Exceptions:

1. Player presses escape again, bringing them out of the settings menu
2. Player doesn't hit 'Confirm' after hitting 'Quit Game', bringing them back into the game

Priority: Moderate, to be implemented after basic functions

When available: 3rd or 4th increment

Frequency of use: Usable whenever the game is played

Channel to actor: Ran with executable, with .java files in a folder

Open issues: Should there also be an option to quit past the main menu? Should there be a hot-key to quit quickly on the settings screen? (ie: pressing DEL twice)

Use case: Pause Game

Iteration: 1

Primary Actor: Player

Goal in context: Allow player to pause the game once it started and view the settings

Preconditions: Game must have already started

Trigger: The player wants to change his options (ie: volume slider) or pause the game

Scenario:

1. Player wants to pause the game.
2. Player presses escape once and brings up the options menu
3. Player can wait indefinitely if needing a break, or change settings inside menu

Exceptions: N/A

Priority: Moderate, to be implemented after basic functions

When available: Any time whilst playing the game

Frequency of use: Usable whenever the game is played

Channel to actor: Ran with executable, with .java files in a folder

Open issues: Should there also be an option to also show instructions, or should players be expected to already know the instructions off the main menu? Pause button could freeze the game, and force a manual restart. Would the pause menu be abused to try and 'cheese' levels, by using it to perfectly time hard portions of the game while still retaining a high score? If so, how could we circumvent this? Would a hardcore mode be added with extra enemies and no pausing allowed, meaning the highest possible score is achieved with no gimmicks?