

## Use Case Specification

<b>Use Case Name</b>	<b>Play Treasure Hunt Game</b>	
<b>Related Requirements</b>	The Treasure Hunt Game shall allow a player to start the game, play the game, and obtain a score.	
<b>Goal In Context</b>	A player plays the game and earns a score.	
<b>Preconditions</b>	The game allows multiple players to play.	
<b>Successful End Condition</b>	Player makes the ship get to the treasure island in shortest time and earn a score.	
<b>Failed End Condition</b>	Player does not make the ship get to the treasure island.	
<b>Primary Actors</b>	Player.	
<b>Secondary Actors</b>	Game.	
<b>Trigger</b>	The Player connects to the game and start the game.	
<b>Main Flow</b>	<b>Step</b>	<b>Action</b>
	1	The Player requests to connect to the game.
	2	The Player waits for other players to start the game.
	3	The Player plays the game by selecting the next island.
	4	The Player allows the ship to get to the Treasure Island in shortest time.
	5	The player gets a score.
<b>Extensions</b>	<b>Step</b>	<b>Branching Action</b>
	4.1	The Player does not allow the ship to get to the Treasure Island.
	4.2	The game terminates.