

Use case: Control the robber to escape from the maze through the keyboard

Iteration: 1, last modification: Feb 17 by group4.

Primary actor: Player.

Goal in context: Control the robber to avoid the police and escape successfully, and collect all the gas in maze to let the helicopter take off.

Preconditions: Player must have a keyboard to control the robber.

Trigger: The player decides to play this game and click the "NEW GAME" button.

Scenario:

1. The player open the game "Cops and Robbers".
2. The game shows 3 buttons, they are "NEW GAME", "Leaderboard" and "Options".
3. The player click the "NEW GAME" button from the 3 buttons to start.
4. The game shows a maze with a robber, barriers, cops, and a helicopter.
5. The player press "up", "down", "left", "right" button to move the robber.
6. The game shows that the cops are chasing the robber.
7. The player collects all the gas and arrives at the helicopter without being caught by cops to escape successfully.
8. The game shows "Congratulation!!!", and return to step2.

Exception:

1. When player press "ESC" in keyboard or click "PAUSE" when playing game; see use case **Pause the game to do some other functions**.
2. When player click the "Options" button rather than "NEW GAME"; see use case **Adjust game settings**.
3. When player click the "Leaderboard" button rather than "NEW GAME"; see use case **Check the leaderboard of the game**.

Priority: High priority, should be implemented first.

When available: Second or third phase.

Frequency of use: Frequent.

Channel to actor: Via a computer with screen, mouse and key broad.

Secondary actors: Game developer.

Channels to secondary actors:

1. Game developer: PC-based system.