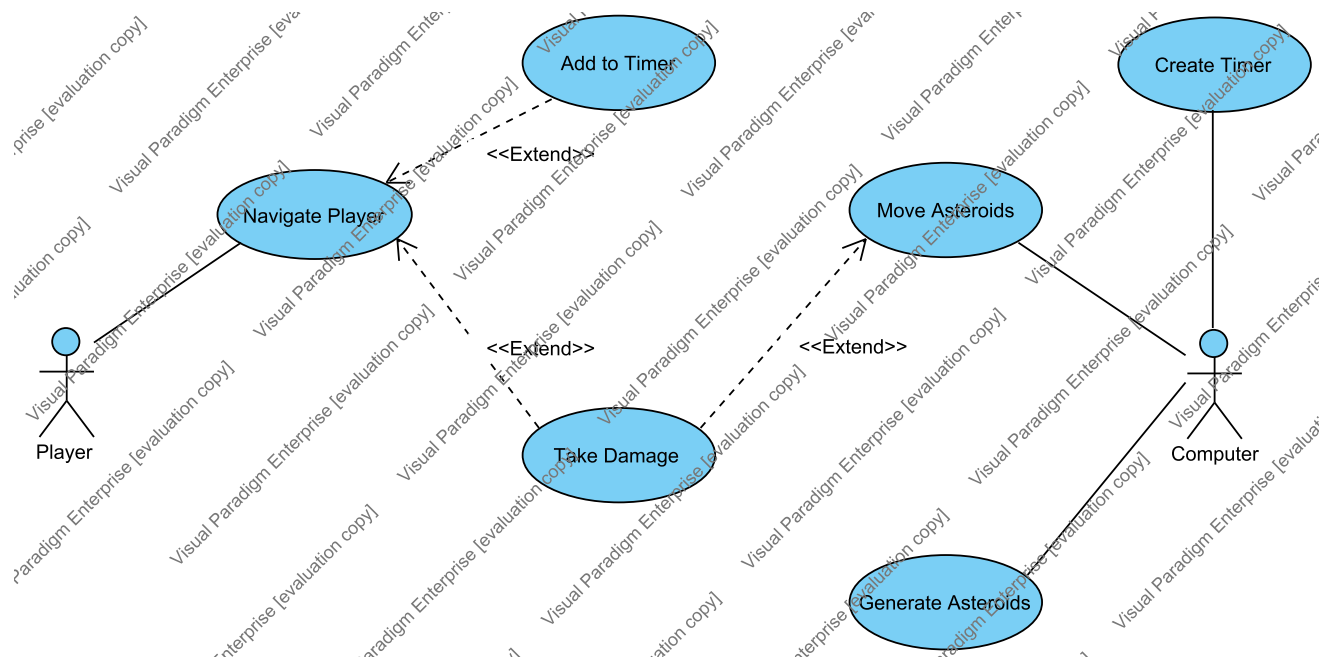


# MonoGame: Use Case Report

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## 1. Use Case Diagram



## 2. Use Case Descriptions

### 2. Add to Timer

ID: UC06

The Timer will increment every second to show the elapsed time that the Player has been in game for. Once it reaches 100, the Player will win if they are still alive.

### 3. Computer

ID: AC02

These Steps are automatically performed by the Computer. The Player has no interaction with this functionality.

### 4. Create Timer

ID: UC07

The Timer will be initialized and set to start at 0 and increase once the game is active.

### 5. Generate Asteroids

ID: UC02

Based on the Timer, the Asteroids will automatically be generated with increasing complexity as the time goes on.

### 6. Move Asteroids

ID: UC03

The Asteroids will automatically spawn off screen, and they will travel along the screen to the left, before disappearing and being removed.

### 7. Navigate Player

ID: UC01

The Player is able to move in four directions (up, down, left, right), controlled with the Keyboard Input Interface, and is limited to the Game Canvas.

## 8. Player

ID: AC01

These Steps are manually performed by the Player (User).

## 9. Take Damage

ID: UC05

The Player will take damage (one life subtracted), upon colliding with an Asteroid.