Complete a Level­­ (User goal)

Primary actors: Game player

Basic flow of events:

1. Game player start a level/map and select difficult.
2. Player select a fighter and start playing.
3. Player survived and defeat a “Boss”.
4. Level is cleared and display level complete screen.

Extension:

3a. Player lose all lives.

3a1. Display level failed screen.

Adjust Price of Item (Admin goal)

Primary actors: Administrator

Basic flow of events:

1. User enter certain passcode.
2. Passcode is validated.
3. Game enter admin mode (unlock all level, weapon, fighter).
4. User enter store/shop and adjust price of item.
5. Price of item is changed.

Extension:

2a. Passcode is not validated.

3a1. Display error message.