**Actors/Functionality**

Player:  
-Play game: Play the game from top to bottom.  
  
-Unlock features: Unlock levels, weapons, aircrafts, and bombs using the in game tokens.   
  
-Save game: Save the number of tokens collected as well as features unlocked.  
  
-Play co-op: Play any level with a second player. Both players would work cooperatively to beat the level.

-Adjust difficulty: Change between difficulty levels. The difficulty would affect how easily the aircraft takes damage.  
  
-Post/View scores: Post score after game over to an internet server. Players can view each other’s single scores and Co-op scores on any difficulty.

-Change settings: Adjust sound effects and music volume  
  
-Select levels: Choose any level that is unlocked and start the game from there.

Debugger:  
-Perform player functionality: The debugger can perform all functionalities listed under the Player actor.  
  
-Access all features: Weapons, bombs, and aircrafts without the need to unlock them.  
  
-Select any level: Select any level from the level select screen including ones locked to the player.  
  
-Access log messages: Access all log messages created by the program.

Administrator:  
- Perform player and debugger functionality: The administrator can perform all functionalities listed under the Player and Debugger actors.

-Change prices: Adjust the token prices of weapons, aircrafts, and bombs.  
  
-Disable/Enable features: Disable/enable levels, weapons, aircrafts, and bombs so the player can no longer use them.