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| Use Case Name | Hit target |
| Related Requirement | The player should be able to hit the target. |
| Goal In Context | This is the main interaction between the game and gamers. It will provide great user experiences. |
| Preconditions | The arrow needs to be on ready to shoot position |
| Successful End Condition | For each arrow, hit the target and will update the score board and play the successful reaction. |
| Failed End Condition | If you miss the target, the score is unchanged. |
| Primary Actors | The player |
| Secondary Actors | None. |
| Trigger | The player pressed buttons as input |
| Main Flow | |  |  | | --- | --- | | Step | Action | | 1 | The player enter the game and use mouse to click run on the Greenfoot platform | | 2 | The player adjust angels of the arrow by pressing left or right button on the keyboard; he/she can change the velocity(power) of the arrow by pressing up or down button | | 3. | Hit “Space” button, and fire the arrow. | | 4. | If the arrows hit the the target, score board update and play reaction. Otherwise, score board stay unchanged and play reaction | |
| Extensions | |  |  | | --- | --- | | Step | More options of the arrow | | 4.1 | Press different key to change the look or features of the arrow | |