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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 | |
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| Use Case Name | Switch Sound Option |
| Related Requirement | The program can play sound |
| Goal in context | Add a feature of the game; serve as the base for future expansion |
| Preconditions | The game is working and is responding to the keyboard |
| Successful End Condition | After the key “m” pressed, the label of music/sound should be change between ON and OFF. The sound will react according to the label |
| Failed End Condition | The sound label is not matching with the sound action. |
| Primary Actors | Player |
| Secondary Actors | None |
| Main Flow | |  |  | | --- | --- | | Step | Action | | 1 | The player enter the game and use mouse to click run on the Greenfoot platform | | 2 | Press key “m” | | 3 | Look at Label and check if the sound action matches the label | |
| Extensions | |  |  | | --- | --- | | Step | Branching Action | | 2.1 | Add a menu | | 2.2 | Add more feature on the menu; like Help, Music, ect. | |