Use case specification

Case name:

Player shoots an enemy

Description:

Play shoots a bullet towards an enemy, the bullet hits enemy, enemy gets damage.

Preconditions:

1. A world is created with player and enemy
2. Player is not in freeze state

Basic flow of events:

1. Player shoots a bullet
2. A bullet object is created
3. Bullet moves towards an enemy
4. Bullet hits enemy
5. Enemy gets damage
6. If enemy health below 0, enemy should be removed from the world
7. Bullet is removed from the world

Exception path:

1. Bullet misses enemy
2. User pauses the game

Post condition:

none