# Points System

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| **Use Case Name**: Points System for Game |
| **Brief Description:**  There is a point system for the game when the turtle eats lettuce or bug. When the player eats a green lettuce, the game counter increments with 5 points. When the player eats a ladybug, the game counter increments with 20 points. |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The Player eats a lettuce 2. The game counter increments with 5 points |
| **Alternate Flow:**   1. The Player eats a bug 2. The game counter increments with 20 points |
| **Preconditions:**  The player must eat either lettuce or bug for the game counter to update |
| **Success Guarantee:**  Counter gets updated |
| **Minimal Guarantee:**  N/A. |