# Eat Turtle

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| **Use Case Name**: Eat Turtle |
| **Brief Description:**  The turtle will get eaten if the turtle gets hit by a snake and the power of the shield is 0. |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The player moves the turtle close to snake 2. The game moves the snake towards turtle 3. The game makes it so that the turtle shield looses power 4. The player moves the turtle close to a snake again and gets hit 5. Turtle gets eaten and turtle dies 6. Game over |
| **Alternate Flow:**  N/A |
| **Preconditions:**  The turtle shield is 0, and the turtle gets hit by snake |
| **Success Guarantee:**  The game is over, and player loses. A message “looser” will display on the screen |
| **Minimal Guarantee:**  N/A. |