# Turtle Shield

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| **Use Case Name**: Turtle Shield |
| **Brief Description:**  Upon Game start, the turtle is given a shield with a given power. The shield power system works such that when snake hits the turtle, the power of the turtle shield decreases. The power decreases with every intersection with the snake. |
| **Actors:** Player and Game |
| **Basic Flow:**   1. The player moves the turtle close to snake 2. The snake hits the turtle 3. The shield power decreases |
| **Alternate Flow:**   1. The player moves the turtle close to snake 2. The snake hits the turtle 3. The turtle dies because power of shield is at power 0 |
| **Preconditions:**  The player must move the turtle close to snake |
| **Success Guarantee:**  The power of the shield decreases |
| **Minimal Guarantee:**  N/A. |