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| **Use Case Name**: Player Hit enemy |
| **Brief Description:**  Player must hit enemy to pass through them to acquire Treasure. |
| **Actors:** Player |
| **Basic Flow:**   1. Player starts the game 2. Player uses ‘Right Arrow’ to navigate right in the world. 3. Player uses ‘Up Arrow’ to Jump up in the air. 4. Player uses ‘X Key’ to hit enemy to score points and move forward. 5. Player gets two points for every enemy he kills. |
| **Alternate Flow:**   1. Player gets hit by the enemy loses his health. 2. Player loses all lives and game ends |
| **Preconditions:** Player has at least one life to play the game. |
| **Success Guarantee:** Player is able to hit the enemy and move forward |
| **Minimal Guarantee:** Player is able to stand in the road and fight with enemy. |

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| **Use Case Name**: Player acquire Coins |
| **Brief Description:**  Player collects coins in the road when he fights with the enemy |
| **Actors:** Player |
| **Basic Flow:**   1. Player starts the game 2. Player collects coins 3. For every coins he collect, player gets 2 points increased in his score board. |
| **Alternate Flow:**  1. Player chooses not to collect coins |
| **Preconditions:** Player has at least one life to play the game and coins are available in the level to collect |
| **Success Guarantee:** Player is able to collect all the coins in the level |
| **Minimal Guarantee:** Player is able to collect some of the coins in the level |

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| **Use Case Name**: Player acquire Lucky Charm |
| **Brief Description:**  Player wishes to acquire Lucky charm before it disappears from the world. |
| **Actors:** Player |
| **Basic Flow:**   1. Player starts the game 2. Player uses ‘Right Arrow’ to navigate right in the world. 3. Player uses ‘Up Arrow’ to Jump up in the air. 4. Player touches Lucky Charm when it appears to gain one more life. |
| **Alternate Flow:**   1. Player gets hit by enemy and loses a life 2. Player loses all lives and game ends |
| **Preconditions:** Player has at least one life to play the game. |
| **Success Guarantee:** Player is able to hit the enemies on way and acquire Lucky charm |
| **Minimal Guarantee:** NA |

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| **Use Case Name**: Player skip Negative power |
| **Brief Description:**  Player wishes to skip touching Negative power to avoid score reduction |
| **Actors:** Player |
| **Basic Flow:**   1. Player starts the game 2. Player uses ‘Right Arrow’ to navigate right in the world. 3. Player uses ‘Up Arrow’ to Jump up in the air. 4. Player skip touching Negative Power when it appears on the world. |
| **Alternate Flow:**   1. Player touches negative charm and lose two points 2. Player loses all lives and game ends |
| **Preconditions:** Player has at least one life to play the game. |
| **Success Guarantee:** Player is able to hit the enemies on way and acquire Lucky charm |
| **Minimal Guarantee:** NA |

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| **Use Case Name**: Player take the treasure |
| **Brief Description:**  Player wishes to acquire the treasure after killing all enemies. |
| **Actors:** Player |
| **Basic Flow:**   1. Player starts the game 2. Player uses ‘Right Arrow’ to navigate right in the world. 3. Player uses ‘Up Arrow’ to Jump up in the air. 4. Player uses ‘X Key’ to hit enemy to score points and move forward. 5. Player reaches near the treasure and touch it and the level completed. |
| **Alternate Flow:**   1. Player hit by the enemies and loses a life 2. Player loses all lives and game ends |
| **Preconditions:** Player has at least one life to play the game. |
| **Success Guarantee:** Player is able to hit all enemies to reach the treasure. |
| **Minimal Guarantee:** NA. |