

Use case: Move

Summary: This is how the player moves in the world

Priority: High

Extends: Use case: Start game

Participator: Actual player

Normal flow of events

Player tries to move inside world. The tile in which the player is trying to move to is reachable

Move (up) Jump/booster(fly)

#	Actor	System
1.1	Player moves TouchPad up	
1.2		Miner sprite is changed to booster
1.3		Player flies up in map
1.4		Fuel tank gauge is decreased

Move (Horizontally)

#	Actor	System
1.1	Player moves TouchPad horizontally	
1.2		Miner sprite is changed to normal
1.3		Player moves horizontally in map
1.4		Fuel tank gauge is decreased

Alternate flow of events

Flow 2: Player tries to move inside world. The tile in which the player is trying to move to is non-reachable

#	Actor	System
2.1	Player moves touchpad in direction of “unreachable” tile	
2.2		Miner sprite is changed to normal
2.3		Player stays still
2.4		Fuel tank gauge is decreased

Use case: Drill

Summary: This is how the player drills in the world

Priority: High

Extends: Use case: Start game

Participator: Actual player

Normal flow of events

Player tries to drill into tile. The tile is of the type: dirt

Drill (down)

#	Actor	System
1.1	Player presses drill button and moves touchpad down	
1.2		Miner sprite is changed to drilling down
1.3		Tile below miner is removed
1.4		Fuel tank gauge is decreased

Drill (Horizontally)

#	Actor	System
1.1	Player presses drill button and moves touchpad horizontally	
1.2		Miner sprite is changed to drilling horizontally
1.2		Tile in touchpad direction is removed
1.3		Fuel tank gauge is decreased

Alternate flow of events

Flow 2.1: Player tries to drill into tile. The tile is of the type: rare

#	Actor	System
2.1	Player presses drill button and moves touchpad down or horizontally	
2.2		Miner sprite is changed to drilling horizontally or down
2.3		Tile in touchpad direction is removed
2.3		Fuel tank gauge decreased.
2.5		Rare material is added to inventory

Use case: Start game

Summary: This is how the player starts the game

Priority: High

Extends: miniMiner

Participator: Actual player

Normal flow of events

Player tries to start the game

#	Actor	System
1.1	Player presses Start game button	
1.2		Main game is loaded
1.3		Player can now freely move around and play

Use case: Quit game

Summary: This is how the player quits the game

Priority: High

Extends: miniMiner/Go to main menu

Inherits: -

Participator: Actual player

Normal flow of events

Player tries to exit the game

#	Actor	System
1.1	Player presses Quit Game button	
1.2		Game is closed

Use case: Pause game

Summary: This is how the player pauses the game

Priority: low

Extends: Use case: Start game

Inherits: -

Participator: Actual player

Normal flow of events

Player tries to pause the game

#	Actor	System
1.1	Player presses pause button	
1.2		Pause menu is displayed on screen
1.3		Game is paused

Use case: Resume game

Summary: This is how the player resumes the game

Priority: low

Extends: Use case: Pause game

Participator: Actual player

Normal flow of events

Player tries to resume the game

#	Actor	System
1.1	Player presses resume button	
1.2		Pause menu is removed from screen
1.3		Game is resumed

Use case: show Game over menu

Summary: This is how the player shows the game-over menu

Priority: low

Extends: Use case: Start game

Participator: Actual player

Normal flow of events

Player tries to show Game over menu

#	Actor	System
1.1	Miner dies in-game	
1.2		Game-Over screen is displayed in the middle of the screen
1.3		Game is stopped

Use case: Play again

Summary: This is how the player starts the game after dying

Priority: low

Extends: Use case: show Game over menu

Participator: Actual player

Normal flow of events

Player tries to play the game again

#	Actor	System
1.1	Player presses play again button	
1.2		Game-Over screen is removed from the screen
1.3		Game is restarted

Use case: Go to Main Menu

Summary: This is how the player goes to the main menu

Priority: low

Extends: Use case: show Game over menu

Participator: Actual player

Normal flow of events

Player tries to go to the main menu

#	Actor	System
1.1	Player presses Main menu button	
1.2		Main menu is displayed on screen

Use case: Show shop

Summary: This is how the player displays the shop

Priority: Medium

Extends: Use case: Start game

Participator: Player

Normal flow of events

Player tries to open shop

#	Actor	System
1.1	Player moves miner into shop-building inside the map	
1.2		Shop interface is displayed in the middle of the screen.
1.3		Minerals in inventory are removed
1.4		Cash is added and amount is dependent on amount and type of mineral sold

Use case: Shop - Refill fuel

Summary: This is how the player refills the fuel

Priority: Medium

Extends: Use case: Show shop

Participator: Player

Normal flow of events

Player refills fuel

#	Actor	System
1.1	Player moves miner into shop-building inside the map	
1.2		Shop interface is displayed in the middle of the screen
1.3	Player clicks refill fuel button	
1.4		Fuel is restored to full capacity
1.5		Cash is reduced

Alternate flow of events

Flow 2: Player tries to refill fuel. Does not have sufficient amount of cash.

#	Actor	System
2.1	Player moves miner into shop-building inside the map	
2.2		Shop interface is displayed in the middle of the screen
2.3	Player clicks refill fuel button	
2.4		Message telling the player that he does not have enough cash to purchase upgrade is displayed in the middle of the screen

Use case: Shop - Repair hull

Summary: This is how the player repairs the hull

Priority: Medium

Extends: Use case: Show shop

Participator: Player

Normal flow of events

Player tries to repair hull

#	Actor	System
1.1	Player moves miner into shop-building inside the map	
1.2		Shop interface is displayed in the middle of the screen
1.3	Player click repair button	
1.4		Hull is restored to full capacity
1.5		Cash is reduced

Alternate flow of events

Flow 2: Player tries to repair the hull. Does not have sufficient amount of cash.

#	Actor	System
2.1	Player moves miner into shop-building inside the map	
2.2		Shop interface is displayed in the middle of the screen
2.3	Player clicks repair button	
2.4		Message telling the player that he does not have enough cash to purchase upgrade is displayed in the middle of the screen

Use case: Show upgrades

Summary: This is how the player displays the upgrade module

Priority: Low

Extends: Use case: Start game

Participator: Player

Normal flow of events

Player opens the upgrade module

#	Actor	System
1.1	Player moves miner into upgrade-building inside the map	
1.2		upgrade interface is displayed in the middle of the screen.

Use case: Upgrades - Upgrade fuel

Summary: This is how the player upgrades the fuel tank

Priority: Low

Extends: Use case: Show upgrades

Participator: Player

Normal flow of events

Player upgrades the fuel tank

#	Actor	System
1.1	Player moves miner into upgrade-building inside the map	
1.2		upgrade interface is displayed in the middle of the screen.
1.3	Player clicks upgrade fuel button	
1.4		Confirmation message is displayed in the middle of the screen
1.5		Fuel tank capacity is increased
1.6		Cash is reduced

Alternate flow of events

Flow 2: Player tries to upgrade the fuel tank. Does not have sufficient amount of cash.

#	Actor	System
2.1	Player moves miner into upgrade-building inside the map	
2.2		upgrade interface is displayed in the middle of the screen.
2.3	Player clicks upgrade fuel button	
2.4		Message telling the player that he does not have enough cash to purchase upgrade is displayed in the middle of the screen

Use case: Upgrades - Upgrade hull

Summary: This is how the player upgrades the hull

Priority: Low

Extends: Use case: Show upgrades

Participator: Player

Normal flow of events

Player upgrades the fuel tank

#	Actor	System
1.1	Player moves miner into upgrade-building inside the map	
1.2		Upgrade interface is displayed in the middle of the screen.
1.3	Player clicks upgrade hull button	
1.4		Confirmation message is displayed in the middle of the screen
1.5		hull capacity is increased
1.6		Cash is reduced

Alternate flow of events

Flow 2: Player tries to upgrade the hull. Does not have sufficient amount of cash.

#	Actor	System
2.1	Player moves miner into upgrade-building inside the map	
2.2		upgrade interface is displayed in the middle of the screen.
2.3	Player clicks upgrade hull button	
2.4		Message telling the player that he does not have enough cash to purchase upgrade is displayed in the middle of the screen

