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: 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