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Use Cases- M3

Primary actor: player

Stakeholders: developers

Goals: developers want game to end to add an element of risk to the game

Preconditions: player has started the game, created their character, and encounters a pirate or other ship

Postconditions: the game resets and the opening screen start again

Success scenario:

1. Fight begins between two ships
2. No one escapes and no one surrenders
3. The player's ship destructs
4. There is no escape pod
5. The player dies
6. The game ends

Alternate Flows:

If anything happens not in the success scenario, the game would continue as usual.