Use Case: Play an arcade-style 2D game

Primary Actor: Player

Goal in Context: To play the game using the appropriate keys and collecting rewards in the game while avoiding enemies and reaching the exit

Trigger: Player decides to play the game

Scenario:

1. Player starts the game.
2. Objects of the game (map, player's character, enemies, rewards, punishments) spawn.
    a. Player's character spawns at starting point
    b. Enemies spawn at random positions
    c. Rewards spawn at random positions
3. Game shows tutorial instructions.
4. Player controls the movement of the character with arrow keys within the boundaries of the map
5. Player moves at most one cell per tick of the game.
6. Enemies move at each tick.
7. Player evades enemies by moving away from them.
8. Player picks up rewards by going on the cell containing the reward.
9. Player picks up the bonus point by reaching it in time before it disappears.
10. Player gains points by picking up rewards.
11. Player loses point if moving enemy reaches player's cell.
12. Player loses point if moves on to a punishment cell.
13. Player picks up all rewards and moves toward exit.
14. Player wins by reaching the exit and having all the rewards.
15. Player loses it the total amount of points reaches zero.
16. When player wins or loses, game shows the final score screen.
17. Player can decide to exit the game or replay.

Exception:

1. Player stops moving when reaching walls or borders of the map.
2. Player won't react unless correct keys are pressed.