**Use Case:** Clear Wave

**Successful Outcomes:**

**Use Case Properties:**

|  |  |
| --- | --- |
| **Use Case Package** | Clear Wave |
| **ID** | 2kewlforskool |
| **Use Case Goal** | Survive wave |
| **Actor(s)** | Player |
| **Level** | User-Goal |
| **Precondition** | Preparation phase is over |
| **Domain Entities** | 1337 pro |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| 1 | System generates critters |  |
| 2 | Critters follow designated path |  |
| 3 | System validates critters are killed and player is alive |  |
| 4 | Use case ends successfully |  |
| \* | System waits for user inputs |  |
| \* | System checks life points |  |

**Alternate Flows:**

**3a. Player is dead**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| 3a.1 | System displays “Game Over”, score and final menu |  |