

Use Case: Movement

Primary actor: Player

Goal in context: let the main character move to play the game

Preconditions: System must be fully configured;
The game are started.

Trigger: Player want to move the main character

Scenario:

1. Everytime player presses "W" on keyboard to let main character to go up one cell, if there is no barriers ahead.
2. Everytime player presses "A" on keyboard to let main character to go left one cell, if there is no barriers ahead.
3. Everytime player presses "D" on keyboard to let main character to go right one cell, if there is no barriers ahead.
4. Everytime player presses "S" on keyboard to let main character to go down one cell, if there is no barriers ahead.

5. System starts the timer after the first time player try to move the main character.
6. System sets the barriers --- "walls" to block the movement of the main character and enemies.

Exception:

1. Player cannot find the main character at the starting of the game ---Use case: Start Game.
2. The game suddenly ends and shows the result --- Use case: Points & Result.
3. Player cannot replay game --- Use case: Start Game.
4. When Player moves main character to the exit, main character cannot exit --- Use case: Points & Result.