

Use Case: Points & Result

Primary actor: Player

Goal in context: Count the scores and judge the outcome of the game

Preconditions: System must be fully configured; The game is started. The main character can be moved. Several rewards and punishments as well as enemies are existed.

Trigger: Player want to know Whether he is good at playing games

Scenario:

1. The main character have 1 HP --- "Score" and 0 Vaccine --- "regular point" on the Integral plate at the starting of the game.
2. Player moves main character to the regular reward --- "Vaccine", regular points plus 1 on the Integral plate, this regular reward is removed from the board.
3. When regular points achieve 15 Vaccines, move to the exit, win the game, and show

the result (with time).

4. When regular points are less than 15 Vaccines, move to the exit, there will be nothing happened
5. Player moves main character to the bonus reward --- "food", HP on Integral plate plus 1, this bonus reward is removed from the board.
6. Player moves main character to the bonus reward --- "Teacher", one unit of the Barriers disappears --- "open a secret passage", this bonus reward is removed from the board.
7. Player moves main character to the punishment --- "Hambie", HP on Integral plate minus 1, this punishment is removed from the board.
8. When HP is negative, lose the game, and show the result (with time).
9. Player moves main character to the Enemy --- "Zombies", lose the game immediately, and show the result (with time).

Exception:

1. Player cannot get to the rewards --- Use

case: Movement.

2. Main character cannot move --- Use case: Movement.
3. Player cannot replay game --- Use case: Start Game.
4. Player cannot find the main character at the starting of the game ---Use case: Start Game.
5. Player cannot find the exit ---Use case: Start Game.
6. Times suddenly starts ---Use case Movement.