

Use Case: Start Game

Primary actor: Player

Goal in context: Show player the interface to start the game. And tell the background story of the Game.

Preconditions: System must be fully configured;
The basic structure of the game is complete.

Trigger: Player want to start the game.

Scenario:

1. The player opens the file to open the game.
2. The initial interface is showed, which contain the function buttons to start or exit the game.
3. The player selects the button of starting.
4. The system displays a short movie which talks about the background story of the game.
5. Start gaming, the main character appear at the upper left corner of the board.
6. There is an exit other than the point of birth

at the lower right corner of the board.

7. Board is surrounded by walls, there are also other walls on the board.
8. There are an integral plate and a timer at the top of the board.
9. Rewards, Punishments and enemies randomly appear on the board.
10. Enemies move one cell up/down/left/right at each tick, which move towards a direction that makes them closest to the current position of the main character.

Exception:

1. click somewhere which is not expected causes the system doesn't response --- click the button which is designed.