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| Use Case 1 | Eat dots |
| Pre-Condition | Player started the Application |
| Description of Use Case in detail | The Player moves with his Character over a dot, dots are  always smaller |
| Procedure | 1. Find a Dot 2. Be bigger than the Dot 3. Move over the Dot |
| Post-Condition | Player’s dot gets bigger |
| Alternative flows | - |

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| Use Case 2 | Move dot |
| Pre-Condition | - |
| Description of Use Case in detail | The Player can move his Character |
| Procedure | 1. Press “W”, “A”, “S” or “D” to move in Directions |
| Post-Condition | Players Character moves in Direction |
| Alternative flows | - |

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| Use Case 3 | Dot eats Player |
| Pre-Condition | Dot is Bigger than the Player |
| Description of Use Case in detail | Player tries to eat dot which is bigger |
| Procedure | 1. Find a Dot 2. Be bigger smaller than the dot 3. Get eaten |
| Post-Condition | Player’s gets eaten and dies |
| Alternative flows | Player is bigger than the Dot, Dot gets eaten |

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| Use Case 4 | Get Mass |
| Pre-Condition | - |
| Description of Use Case in detail | The Player gets mass if he eats dots or bots |
| Procedure | 1. Move to dot or bot which is smaller 2. Eat dot 3. Get bigger |
| Post-Condition | Player’s Character gets more mass |
| Alternative flows | - |