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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 | Eat moving dots (Bots) |
| Pre-Condition | Bigger than the moving Bot |
| Description of Use Case in detail | The Player moves with his Character over a moving dot  (Bot) which is smaller |
| Procedure | 1. Find a Dot 2. Bigger than moving Bot 3. Eat the other dot |
| Post-Condition | Player’s dot gets bigger |
| Alternative flows | Bot is bigger than the Player, Player gets eaten |

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| Use Case 4 | Moving dot (Bot) eats Player |
| Pre-Condition | Bot is Bigger than the Player |
| Description of Use Case in detail | The Bot moves over the Player’s dot which is smaller |
| 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 Bot, Bot gets eaten |

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| Use Case 5 | Split mass |
| Pre-Condition | Enough mass to split |
| Description of Use Case in detail | The Player splits his mass to have 2 dots |
| Procedure | 1. Enough mass 2. Split mass |
| Post-Condition | Player has now 2 dots (always double the amount of  before) |
| Alternative flows | Mass can’t be split due to not enough mass |

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| Use Case 6 | Give mass |
| Pre-Condition | Enough mass to split |
| Description of Use Case in detail | The Player splits his mass to have 2 dots |
| Procedure | 1. Enough mass 2. Split mass |
| Post-Condition | Player has now 2 dots (always double the amount of  before) |
| Alternative flows | Mass can’t be split due to not enough mass |

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| Use Case 7 | 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 | - |

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| Use Case 8 | Give mass |
| Pre-Condition | Enough mass to split |
| Description of Use Case in detail | The Player splits his mass to have 2 dots |
| Procedure | 1. Enough mass 2. Split mass |
| Post-Condition | Player has now 2 dots (always double the amount of  before) |
| Alternative flows | Mass can’t be split due to not enough mass |