

Use Case Name	Move in Trivia Maze
Use Case Description	A user is able to move into rooms by pressing directional arrow buttons.
Actor	User playing the trivia maze.
Pre-Condition	Program must be connected to the SQL Lite Database and the users Hogwarts House must be selected.
Post-Condition	After an arrow button is selected, the room state is checked to see whether or not a user can move into it.
Main Scenarios	
1 – Locked/Unattempted	<ol style="list-style-type: none"> 1. User selects arrow. 2. Room state is checked and is found to be locked and unattempted. 3. User is prompted a question and cannot move until answer is submitted.
2 – Locked/Attempted	<ol style="list-style-type: none"> 1. User selects arrow. 2. Room state is checked and is found to be locked and attempted. 3. User remains in current room.
3 – Unlocked/Attempted	<ol style="list-style-type: none"> 1. User selects arrow. 2. Room state is checked and is found to be unlocked and attempted. 3. User is moved into room.