

UC List

1.1 Start a game

Summary: Player gets into the actual game

Priority: High

Extends:

Includes: Overworld

Participators: Player

	Actor	System
1	Click on Play button	
2		New menu. Three save slots appear
3	Select a save slot by clicking one	
4		Takes player to overworld map. State of map depends on what is saved in Save Slot

1.2 Return to Main Menu from Save Menu

Summary: Player returns to the Main Menu

Priority: Low

Extends: Save Menu

Includes:

Participators: Player

	Actor	System
1	Click on the Return Button OR press Escape	
2		The game returns to the Main Menu

1.3. Exit Game from Start Menu

Summary: Player quits the game from the start menu

Priority: High

Extends:

Includes:

Participators: Player

	Actor	System
1	Click on Quit button	
2		The game exits

1.4. Go to Options Menu

Summary: Player goes to Options Menu to change program settings

Priority: Low

Extends:

Includes:

Participators: Player

	Actor	System
1	Click on Options button	
2		Show Option Menu

1.5. Mute/unmute sound in Options Menu

Summary: Player toggles sound

Priority: Low

Extends: Main Menu

Includes:

Participators: Player

	Actor	System
1	Click on toggle music button	
2		Background music is toggled, depending on previous state

1.6. Return to Main Menu from Options Menu

Summary: Player returns to the Main Menu

Priority: Low

Extends: Main Menu

Includes:

Participators: Player

	Actor	System
1	Click on the Return Button OR press Escape	
2		The game returns to the Main Menu

2.1. Move on Overworld Map

Summary: Moves the arrow-pointer on the overworld map

Priority: Medium

Extends:

Includes:

Participators: Player

	Actor	System
1	Press Directional Button	
2.1 Legal Move		Moves the character to the point in that direction
2.2 Illegal Move		Position remains the same

2.2. Enter Level from Overworld Map

Summary: Takes the player to the relevant level

Priority: Medium

Extends:

Includes: Level

Participators: Player

	Actor	System
1	Press Enter Level Button OR enter Key	
2		Player is taken to the level corresponding to their position

2.3. Return to Main Menu

Summary: Returns the player to the Main Menu from the Overworld Map

Priority: Medium

Extends:

Includes:

Participators: Player

	Actor	System
1	Press return Button OR the escape key	
2		The player is returned to the Main Menu

3.1. Walk in Level

Summary: Player character walks in the level

Priority: High

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Press horizontal Directional Button	
2.1 No Collision		The player character moves in given direction for as long as the button is held
2.2 Collision		If the player character collides with terrain, no further movement in that direction is possible

3.2. Attack in Level

Summary: Player uses attack in the level

Priority: High

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Press Attack Button(Z)	
2.1 Does not hit Enemy		Launches a projectile in front of the player, moves until it reaches the end of the screen.
2.2 Hits enemy		Launches a projectile in front of the player, moves until it hits an enemy. The enemy is removed, the projectile is removed.

3.3. Jump in Level

Summary: The player character moves vertically in the level

Priority: High

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Press Jump Button(Space)	
2		The player character gains upwards momentum for a period, then begins to descend.

3.4. Finish level

Summary: The player moves past the finished level marker

Priority: Medium

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Press directional button near finish line	
2		The level complete screen is shown

3.5. Take damage from enemy

Summary: Player a health point

Priority: Medium

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Walk into enemy	
2		Health shown as one less

3.5. Die from enemy

Summary: Player loses final health point

Priority: Medium

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Walk into enemy	
2		Game over menu is shown

3.5. Die from hole

Summary: Player falls into hole

Priority: Medium

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Move into hole	
2		Game over menu is shown

3.6. Pause level

Summary: Player pauses game

Priority: Medium

Extends: Level

Includes:

Participators: Player

	Actor	System
1	Press escape	
2		Pause menu is shown

4.1 Resume game

Summary: The player returns previously pause game

Priority: Medium

Extends: Pause Menu

Includes:

Participators: Player

	Actor	System
1	Press Resume button OR escape key	
2		The player is returned to the level

4.2 Return to Overworld Map

Summary: The player returns to the Overworld Map from pause menu

Priority: Medium

Extends: Level Menu

Includes:

Participators: Player

	Actor	System
1	Press Return to map Button or Enter key	
2		Overworld map is shown

4.3 Return to Main menu

Summary: The player returns to the Overworld Map from Level menu

Priority: Medium

Extends: Level Menu

Includes:

Participators: Player

	Actor	System
1	Press Back to Menu Button	
2		The player is returned to the Main menu