

Use case	01-login		
Player actions:	System action:	Alternative events	Exceptional events
1. The user selects the login action	2. The system redirects to the login screen		
3. The user enters his/her username and password	4. The systems retrieves user information from the database.		5. No user information is found and the user is shown an error message
	5.The system redirects the user to the main menu of the game		
Use case	02-Register		
Player actions:	System action:	Alternative events	Exceptional events
1. The user selects the register action	2. The system redirects to the register screen		
3. The user enters a username and password	4. The system checks if the username is already registered.	5. The username is already registered and the user is shown an error message	
	5. The sytem checks if is the password meets the requirements	6. The password does not meet the requirements and the user is shown an error message	
	7. The username and password combinations are registered in the database		
	8.The system redirects the user to the main menu of the game		
Use case	03-Start-Game		
Player actions:	System action:	Alternative events	Exceptional events
1. The user starts a new game from the main menu	2. The system redirects the player to the level screen		
	3. The level file gets retrieved from the filesystem		4.. The level file is not found and the user is redirected back to the main menu
	4. The walls, pellets, ghost and pacman units get placed on the screen as specified in the map file.		5. An unknown character is included in the map file, the user is redirected back to the main menu and an error message is displayed.
	5. The Score gets initialized to zero and the is displayed in the right corner of the screen		
	6. The key listener gets initialized and pacman is made controllable by the user		
	7. The ghost units start moving		
Use case	04-Move-pacman		
Player actions:	System action:	Alternative events	Exceptional events
1. The user presses a key on the keyboard	2. The system detects the key press and checks if its a reserved key	3. The key is not recognized and the pacman unit does not move.	
	3. The system identifies the direction and checks if there is a collision with another unit for that direction	3. The key for pausing the game is pressed and the game is paused.	
		4. The move results in a collide with another unit, one of the collision cases is started.	
	5. The system moves the player in the desired direction		
Use case	05-Collision-with-unit		
Player actions:	System action:	Alternative events	Exceptional events
The player moves pacman into a location occupied by another unit	2. The system detects the collision and identifies the type of the other unit.		
	3. In case of the wall unit, pacman is unable to move towards that direction		
	3. In case of the pellet unit, the pellet gets deleted and score is incremented by one		
	3. In case of the ghost unit, the player has lost the game and gets returned to the main screen		
Use case	06-View-Highscores		
Player actions:	System action:	Alternative events	Exceptional events
1. The player click on the highscore button on the starting screen	2. The system redirects the player to the highscore screen		
	3. The system retrieves the top 10 scores with the associated usernames from the database.	4. Less than 10 highscores are available and the system shows the remaining scores	4. The database times out. The user is brought back to the start screen and is shown an error message.
	4. The system displays the scores on the screen.		