

Story 1: Startup

|            |                               | Variants |
|------------|-------------------------------|----------|
|            |                               | \$1.1    |
| Conditions | JPacman GUI is launched       | Y        |
|            | Start button has been pressed | Y        |
| Actions    | Game starts                   | Y        |

Story 2: Move the player

|            |  | Variants |       |       |       |       |
|------------|--|----------|-------|-------|-------|-------|
|            |  | \$2.1    | \$2.2 | \$2.3 | \$2.4 | \$2.5 |
| Conditions | Game has started                           | Y        | Y     | Y     | Y     | Y     |
|            | Pacman is next to square with pellet       | Y        | N     | N     | N     | N     |
|            | Arrow has been pressed towards that square | Y        | Y     | Y     | Y     | Y     |
|            | Pacman is next to empty square             | N        | Y     | N     | N     | Y     |
|            | Pacman is next to cell containing wall     | N        | N     | Y     | N     | N     |
|            | Pacman is next to square with ghost        | N        | N     | N     | Y     | N     |
|            | Pacman has eaten last pellet               | N        | N     | N     | N     | Y     |
| Actions    | Move to square                             | Y        | Y     | N     | N     | N     |
|            | Remove pellet and earn points              | Y        | N     | N     | N     | Y     |
|            | Pacman dies                                | N        | N     | N     | Y     | N     |
|            | Player wins                                | N        | N     | N     | N     | Y     |
|            | Game is over                               | N        | N     | N     | Y     | Y     |

Story 3: Move the Ghost

|                   |   | Variants |       |       |       |
|-------------------|---|----------|-------|-------|-------|
|                   |   | \$3.1    | \$3.2 | \$3.3 | \$3.4 |
| <b>Conditions</b> | Game has started                            | Y        | Y     | Y     | Y     |
|                   | Ghost next to empty cell                    | Y        | N     | N     | N     |
|                   | Tick event occurs                           | Y        | Y     | Y     | Y     |
|                   | Ghost is next to cell with pellet           | N        | Y     | N     | N     |
|                   | Ghost is on the cell with pellet            | N        | N     | Y     | N     |
|                   | Ghost is next to cell containing the player | N        | N     | N     | Y     |
| <b>Actions</b>    | Move to cell                                | Y        | Y     | N     | Y     |
|                   | Move away from cell                         | N        | N     | Y     | N     |
|                   | Pellet is visible                           | dc       | N     | Y     | dc    |
|                   | Player dies                                 | N        | N     | N     | Y     |
|                   | Game is over                                | N        | N     | N     | Y     |

Story 4: Suspend the Game

|                   |  | Variants |       |
|-------------------|--|----------|-------|
|                   |  | \$4.1    | \$4.2 |
| <b>Conditions</b> | Game has started                               | Y        | N     |
|                   | Stop button has been clicked                   | Y        | N     |
|                   | Game has been suspended                        | N        | Y     |
|                   | Start button has been clicked                  | N        | Y     |
| <b>Actions</b>    | All moves from ghosts and player are suspended | Y        | N     |
|                   | Game is resumed                                | N        | Y     |