Story 1: Startup

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

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 and eat pellet to earn points | Move to empty square and points remain the same | Move is not conducted | Pacman dies, game over | Player wins he game |

Story 3: Move the Ghost

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | **Variants** | | | |
|  |  | $3.1 | $3.2 | $3.3 | $3.4 |
| **Conditions** | 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 |
| **Actions** |  | Move to cell | Move to cell and pellet becomes invisible | Move away from cell and pellet becomes visible | Player dies, game over |

Story 4: Suspend the Game

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | **Variants** | |
|  |  | $4.1 | $4.2 |
| **Conditions** | 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 |
| **Actions** |  | All moves from ghosts and player are suspended | Game is resumed |