The Eagles
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Use Case Description:

Actor: Game Player

Preconditions: Game is installed; system requirements are to the SRS documents demands.

1.) The user that will play the game, will be the player of the game.
2.) The goal of the user would be to play the game, navigating through a maze while answering questions, all while trying to complete and make it to the end of the maze.

Use Case 1	Answer Question
Actor	Player
Basic Flow	The Player is given a question out of a database that is a true-false, multiple choice or a short-answer question when they try to open a closed door.
Alternative Flow 1	The door that the Player attempts to open is not closed, no question is presented and the Player moves onto the next room.
Alternative Flow 2	If the player types in a value that is not well formed, regex classes and other methods will ensured the input is well formed and will prompt again until the input can be evaluated as correct or incorrect.
Alternate Flow 3	If a Player answers a question incorrectly, the door in front of them is locked and the question and door cannot be reattempted.

Use Case 2	Add Question To Database
Actor	Player, Database Manager
Basic Flow	In a special setting, the Player will prompt for the option to add a question to the database. Data is well formed, and the connection and table are able to be updated and the menu reappears.
Alternative Flow	In a special setting, the Player will prompt for the option to add a question to the database. The data

	to add to the table is not well formed and the user is re-prompted for valid input.
Alternative Flow 2	In a special setting, the Player will prompt for the option to add a question to the database. The user does not have a stable connection. This sends a error message and the menu reappears.

Use Case 3	Save Game
Actor	Player
Basic Flow	In a special setting, the Player will request that a save of state occurs. This will happen, and the Players position and game will be saved in the state it is currently in. If the Player exits the application, the game will be loaded as it was left.

Use Case 4	Navigate Maze
Actor	Player
Basic Flow	Player gives a direction and goes through a doorway. They continue on this path until there is no way to complete the maze, or the maze is complete.
Alternate Flow 1	Player gives a direction that is not valid. The regex and scanner class then re-prompt until a valid direction is given.
Alternate Flow 2	Player gives a direction to a wall. The Player is then re-prompted for a direction as you cannot leave the maze by leaving the inner maze.
Alternate Flow 3	Player gives a direction to a closed, not locked, door. Player then has to answer a question to move forward (see Use Case 1).