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**TEMPLATE**

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| **Use Case:** | **ID:** |
| **Description:** | |
| **Primary Actors:** | **Secondary Actors:** |
| **Preconditions:** | |
| **Main Flow:** | |
| **Postconditions:** | |
| **Alternative Flows:** | |

**TEMPLATE**

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| **Use Case:** Enemy Detection | **ID:** 1C |
| **Description:** An enemy will be able to detect the player slowly over time | |
| **Primary Actors:** Enemy | **Secondary Actors:** |
| **Preconditions:**   1. Player is in an undetected state | |
| **Main Flow:**   1. The use case will begin when the player enters the enemy`s field of view 2. A timer will start to check how long the player is in the enemy`s field of view 3. If the timer reaches a pre-determined endpoint, the player will be spotted 4. The timer should have a shorter pre-determined endpoint if the player is closer and more central in the enemy`s line of sight | |
| **Postconditions:**   1. The player is spotted by the enemy | |
| **Alternative Flows:** The player escapes the enemy`s field of view before the timer ends | |
| **Preconditions:**   1. The player is in the enemy`s field of view AND the timer has not ended | |
| **Alternative Flow:**   1. The player escapes the enemy`s field of view 2. The timer starts counting back down until 0 3. The player is not spotted and the timer reaches 0 | |
| **Postconditions:**   1. The enemy does not spot the player | |

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| **Use Case:** Enemy Pathfinding | **ID:** 1B |
| **Description:**  The enemies will use a pathfinding algorithm to get to the player’s last known location. The enemies will then path find from that point outwards to try to locate the player. | |
| **Primary Actors:** Enemy | **Secondary Actors:** |
| **Preconditions:**   1. The player has been spotted by an enemy AND has since escaped | |
| **Main Flow:**   1. All of the enemies nearby, convene on the player`s last known location 2. The enemies use a pathfinding algorithm to traverse different parts and corners of the map | |
| **Postconditions:**   1. The enemies end their search after a short search and return to their pre-determined patrol paths | |
| **Alternative Flows:** N/A | |