Use Cases: Start Game, About, Stand Still, Move, Return to Menu, Exit to Desktop

Based on the textbook example (Chapter 5.4):

**Use Case:** Move Player

**Primary Actor:** main character controlled by player (The mouse)

**Goal in Context:** To cross the finish line and collect all the regular awards (Get home while collecting food)

**Preconditions:**

* Players intended path must exist
* Player must not be frozen

**Trigger:**

* When player presses directional input (wasd or arrow keys)
* Player position updates to the new position

**Scenario:**

1. Player enters input
2. Player moves onto empty space
3. Player then occupies that space

**Exceptions:**

* Player moves onto occupied space

1. If there is a reward on space, grant bonus, then occupy space; see use case **Rewards**
2. If there is moving enemy, game over; see use case **Game Over**
3. If there is punishment, give penalty, game over if score is negative, occupy space if positive; see use case **Penalty**
4. If end space, win game if all rewards collected; see use case **Completion**

* **Priority;**

Essential, must be implement

* **When available:**
  + **Frequency of Use:** 
    - Frequent
  + **Channel to Actor**
    - Keyboard inputs
* **Open Issues**

1. What should happen when two inputs are pressed simultaneously?

**Use Case:** Start Game

**Primary Actor:** Player

**Goal in Context:** To start the game

**Preconditions:** User is in Home Menu

**Trigger:** Clicking on the start button

**Scenario:**

* Opens the board with all characters and objects

**Use Case:** About

**Primary Actor:** Player

**Goal in Context:** Open the about menu

**Preconditions:** User is in Home menu

**Trigger:** Clicking on the start button

**Scenario:** Opens the about menu

**Use Case:** Stand still

**Primary Actor:** Mouse

**Goal in Context:** Not make a move/Stand still

**Preconditions:**

**Triggers:** No movement input

**Scenarios:**

* Player stands in same space

**Exceptions:**

* Enemy occupies same space as Player and game is over