

## Use Case - Little Animal Horror Zoo: Version 2

Title: Little Animal Horror Zoo Game.

Actor: Player

Scenario:

- Operator presses “Run”
- Rabbit and Snake opponent takes turn moving 1 square at a time -
- When the snake is on a square next to the rabbit - the rabbit screams (Sound) - “No please don’t eat me”.
- When the snake moves to the same square as the rabbit - the snake screams (Sound) - “Ahrrrrr I’m eating you ha ha!”.
- The game is over when the snake “eats” the rabbit.