Ace Use case: As a player, I want to eat ghosts so I don't lose a life.
Adena Use Case: As a player, I want to be able to move so that I don't lose a life to a ghost.
Vishal Use Case: As a player, I want to collect pellets to increase my score
Aditi's Use Case: As a player, I want to collect power pellets so that I can score bonus points
Devanshi's use case: As a player, I want to clash with the barriers, so that I can be guided

Player

System

startgame()

loop

Consumepellet()

score increases by 10

*[all pellets]

Endround

:Player

:Game

startGame()

difficulty, score, initial positions

loop

eats(powerPellet)

gains bonus points

*[number of powerPellets]

Adena Ninvalle's SSD

Actor

:Game

startNewGame()

difficulty, lives, sprite

loop

move(direction)

chasing ghosts, new position

*[lose life, or game end]

:Game

Actor

appOpen

eats(PowerPellet)

increase Score, canEatGhost

loop

eats(Ghost)

increase Score, respawn Ghost

[timer >0]

:Player   :Game

startGame()

speed, difficulty, distance

alt   [distance=0]

redirect()

[else]
continue()