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| Id: Use Case 1 |
| Actors: Player |
| Preconditions: Application Installed |
| Flow of Events: |
| 1. Player double click the desktop icon |
| 1. The system initialises |
| 1. <<include>> Display intro screen use case |
| 1. Use case ends |
| Post condition: The introduction screen is displayed |

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| Id: Use case 2 |
| Actors: Player |
| Precondition: Application launched |
| Flow of events: |
| 1. System displays the introduction screen |
| 1. Use case ends |

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| Id: Use Case 3 |
| Actors: Player |
| Precondition: Introduction Screen is being displayed |
| Flow of Events: |
| * User Presses the begin game button |
| * The system will display the game screen |
| * <include> Use case |
| * Use case ends |
| Post condition: The game screen is being displayed |

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| Id: Use case 4 |
| Actors: Player |
| Precondition: The game screen is being displayed |
| Flow of events: |
| * Spacecraft image appears on the screen |
| * <include> move spacecraft use case |
| * The spacecraft image is displayed in new position. |
| * Use case ends |
| Post condition: spacecraft image in new position |

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| Id: Use Case 5 |
| Actors: player |
| Precondition: spacecraft in start position |
| Flow of events: |
| * User uses arrow keys to move the spacecraft |
| * Use case ends |
| Post condition: spacecraft in new position |

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| Id: Use Case 6 |
| Actors: Time |
| Precondition: Just spacecraft on screen |
| Flow of events: |
| * Asteroids appear randomly on screen |
| * Use Case ends |
| Post condition: Asteroids have appeared on screen |

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| Id: Use case 7 |
| Actors: time |
| Precondition: game started |
| * While player is alive |
| * <includes> Asteroids use case |
| * <include> Move spacecraft use case |
| * <include> Fire Bullets use case |
| * <include> check collisions use case |
| * Use case ends |

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| Id: Use case 8 |
| Actors: time |
| Precondition: game started |
| * <includes> Asteroids use case |
| * <include> Move spacecraft use case |
| * <include> Fire Bullets use case |
| * Check collision between each use case |
| * Use case ends |
| Post condition: Collisions checked |

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| Id: Use case 9 |
| Actors: Player |
| Precondition: game started player not firing |
| * Player presses the fire key |
| * Bullet image appears on screen |
| * <include> check collision use case |
| * Use case ends |
| Post conditions: Bullet image appears on screen |

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| Id: Use case 10 |
| Actors: time |
| Precondition: asteroid collide with bullet |
| * <include> asteroids use case |
| * <include> fire bullet use case |
| * <include> check collisions use case |
| * Remove asteroid from screen |
| * Use case ends |
| Post condition: Asteroid removed from screen |

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| Id: Use case 11 |
| Actors: time |
| Precondition: player collide with asteroid |
| * <include> Move spaceship use case |
| * <include> fire bullet use case |
| * <include> asteroid use case |
| * <include> check collision use case |
| * Remove spacecraft from screen |
| * End game |
| * Use case ends |
| Post condition: Game is over |