Use Case: Launch Application

Id: Use Case 1

Actors: Player

Preconditions: Application Installed

Flow of Events:

1. Player double click the desktop icon
2. The system initialises
3. <<include>> Display intro screen use case
4. Use case ends

Post condition: The introduction screen is displayed

Display Intro Screen

Id: Use case 2

Actors: Player

Precondition: Application launched

Flow of events:

1. System displays the introduction screen
2. Use case ends

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

Id: Use Case 4

Actors: Player

Precondition: Game is executing

Flow of events:

* User will use the arrow keys
* The spacecraft moves and the system will display in new position
* Use case ends

Post condition: Spacecraft is in new position

Id: Use Case 5

Actors: Player

Precondition: Game is executing

Flow of events:

* User presses the firing key
* The system creates a bullet image at top of spacecraft
* Use case ends

Post condition: bullet image is displayed on game screen

Id: Use case 6

Actors: Time

Precondition: The game is executing

Flow of events:

* While the spacecraft is present
* <include> Move asteroid use case <include> Fire bullet use case <include> move spaceship use case.
* Check for collisions
* Use Case ends

Post condition: all tokens are present