

Use Case

Use case: *Player plays the game*

Primary actor: User

Goal in context: The user wins the game by meeting game requirements (collect all blue souls and reach the end cell)

Preconditions: Game application is downloaded

Trigger: User has opened the game

Scenario:

1. Player observes the menu screen.
2. Player clicks the "Play" button to start the game.
3. "How to Play" screen is shown and the player reads instructions and dismisses the message by pressing any key.
4. Player observes the game screen showing the whole map, including start/exit cells, walls, souls, and angels.
5. Player observes the Grim Reaper spawning at the start point.
6. Player uses "WASD" keys to move the character, navigating the board for blue or yellow souls and avoiding red souls/angels.
7. Player finds a blue soul.
8. Player collects the blue soul by moving to the cell containing the blue soul.
9. Player observes as the blue soul disappears from the cell and the blue soul counter increments.
10. Player continues searching and collecting (steps 6-9) all blue souls.
11. After collecting all seven blue souls, the exit opens and the player moves to the exit cell.
12. Player observes the end state screen with the final score, time, as well as the "Play Again" and "Menu" buttons displayed.

Exceptions:

1. Player collides with an angel and loses 150 points from their score.
2. Player's score drops below 0 from collisions with red souls.
3. Player closes the game.