Use Case ID:	UC_01		
Use Case Name:	Start game		
Created By:	Lim Sheng Zhe	Last Updated By:	Lim Sheng Zhe
Date Created:	6/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player starts playing the game
Preconditions:	1. Player must have the game application downloaded 2. Game application must already be opened 3. The computer must have enough memory to run the game 4. Player must be at the game main menu 5. Game must not be running
Postconditions:	Game starts running the session
Priority:	High
Frequency of Use:	0-10 times per day
Flow of Events:	1. Player launches the game application 2. System display game main menu 3. Player clicked "Start game" button on main menu 4. Game starts running 5. Player plays the game
Alternative Flows:	-
Exceptions:	-
Includes:	System - Run Game
Special Requirements:	-
Assumptions:	Player wants to start playing the game
Notes and Issues:	-

Use Case ID:	UC_02		
Use Case Name:	Play Game		
Created By:	Fabian Wong	Last Updated By:	Fabian Wong
Date Created:	8/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player started a game and starts to control the character with the two available movements - jump and attack.
Preconditions:	1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Player clicked on the Start Game option in the main menu
Postconditions:	Player is controlling the character action in the game using the two movement buttons provided
Priority:	High
Frequency of Use:	0-10 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked "Start game" button on main menu 4. The game starts to run 5. The player controls the character using the two available movement buttons- Jump and Attack
Alternative Flows:	-
Exceptions:	-
Includes:	System - Run Game
Special Requirements:	-
Assumptions:	Player wants to control the character
Notes and Issues:	-

Use Case ID:	UC_03		
Use Case Name:	Continue Game		
Created By:	Chia Songcheng	Last Updated By:	Chia Songcheng
Date Created:	6/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player selects continue while the game is paused
Preconditions:	1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a paused game session
Postconditions:	The game continues after the player clicks the button
Priority:	High
Frequency of Use:	0-10 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked "Start game" button on main menu 4. The game starts to run 5. Player pressed the "Pause" button 6. Player selects "Continue" button 7. System directs player back to game UI with previously saved data 8. System continues the game after 3 seconds has elapsed
Alternative Flows:	AF-S1: Player selects "Abort" button 1. System prompts player to confirm choice of aborting game 2. Player selects confirm 3. System directs player back to main menu
Exceptions:	-
Includes:	System – Run Game
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-

Use Case ID:	UC_04
Use Case Name:	Pause Game
Created By:	Chia Songcheng
Date Created:	6/2/2022

Created By:	Chia Songcheng	Last Updated By:	Chia Songcheng
Date Created:	6/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player selects pause while the game is running
Preconditions:	1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a game session
Postconditions:	The game is paused after the player clicks the button
Priority:	High
Frequency of Use:	0-10 times per day

Flow of Events:	1. Player launches the game application
	2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit)
	3. Player clicked "Start game" button on main menu
	4. The game starts to run
	5. Player pressed the "Pause" button
	6. System will save current data
	    1. System will save game progression
	    2. System will save hit score
	7. System direct player to pause UI
	8. Current game session is in paused state

Alternative Flows:	-
Exceptions:	-
Includes:	1. System - Stop Game 2. System - Show Main Menu
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-

Use Case ID:	UC_05		
Use Case Name:	Abort Game		
Created By:	Chew Poshi	Last Updated By:	Chew Poshi
Date Created:	6/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player quits the game while the game is running
Preconditions:	1. Player has the game application downloaded 2. The game application is currently running 3. The player is in a game session
Postconditions:	The game session ends, and player is brought back to the main menu
Priority:	High
Frequency of Use:	0-10 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked "Start game" button on main menu 4. The game starts to run 5. Player pressed the "Pause" button 6. Player pressed "Quit" button 7. Game application prompts player to confirm intention to quit game 8. Player confirms intention by clicking "Yes" 9. Game application stops the game session and display main menu to player
Alternative Flows:	AF-S3: Player selects "No" 1. Game application brings player back to the paused page 2. Player presses "Continue" button to continue the game session
Exceptions:	-
Includes:	System - Terminate
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-

Use Case ID:	UC_06		
Use Case Name:	Manage Settings		
Created By:	Fabian Wong	Last Updated By:	Fabian Wong
Date Created:	8/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player selected the Manage Settings option in the main menu. The application will display the settings page for the player to adjust the respective settings
Preconditions:	1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Player must be at game main menu
Postconditions:	Player will be able to view the adjustable settings in the game
Priority:	Medium
Frequency of Use:	0-7 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. Player clicked "Manage Settings" button on main menu 4. The application displays the adjustable settings to the player in the settings page
Alternative Flows:	-
Exceptions:	-
Includes:	System - Show Settings Menu
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-

Use Case ID:	UC_07
Use Case Name:	View Credits
Created By:	Fabian Wong
Date Created:	8/2/2022

Created By:	Fabian Wong	Last Updated By:	Fabian Wong
Date Created:	8/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player selected in the View Credits option in the main menu. The application will display the credits.
Preconditions:	4. Player must have the game application downloaded 5. The computer must have enough memory to run the game
Postconditions:	Player will be able to view the credits of the game
Priority:	Low
Frequency of Use:	0-5 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. The player selected the "View Credits" option 4. The application displays the credits to the player
Alternative Flows:	-
Exceptions:	-
Includes:	-
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-

Use Case ID:	UC_08
Use Case Name:	Exit Game
Created By:	Fabian Wong	Last Updated By:	Lim Sheng Zhe
Date Created:	8/2/2022	Date Last Updated:	9/2/2022

Actor:	Player
Description:	Player selected the Exit game option in the main menu. The application will be closed after the option is selected
Preconditions:	1. Player must have the game application downloaded 2. The computer must have enough memory to run the game 3. Game application must already be opened 4. Player must be at game main menu
Postconditions:	1. Player will be able to close the game application 2. No foreground or background processes of the game application are running
Priority:	Medium
Frequency of Use:	0-7 times per day
Flow of Events:	1. Player launches the game application 2. The application will require the player to select one of the options (View Credits, Start Game, Manage Settings, Exit) 3. The player selected the "Exit Game" option 4. The application shuts down
Alternative Flows:	-
Exceptions:	-
Includes:	-
Special Requirements:	-
Assumptions:	-
Notes and Issues:	-