

Use Cases:

Mudd: The Game – PARTY!

Scope: Game

Initiator: Player

Actors: Computer AI

1. Player starts game
2. Computer prompts user to click OK.
3. Player clicks OK
4. Screen is drawn and Player sprite appears in bottom left of screen.
5. Computer AI doesn't wait for player input. Professors immediately begin to home in on player sprite.
6. Player doesn't react at all. A professor reaches the player.
7. Professor disappears and player's life is decremented.
8. Steps 7 and 8 are repeated 11 times.
9. Player's GPA has been depleted, Game over is displayed.
10. Player clicks OK.
11. Game restarts. Go to step 4.

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4. Screen is drawn and Player sprite appears in bottom left of screen.
5. Computer AI doesn't wait for player input. Professors immediately begin to home in on player sprite.
6. Player deftly moves to avoid contact with Professors.
 - 6a. Player comes into contact with a power-up (lets say a shot glass powerup) powerup disappears.
7. Player presses space bar while pointed at a student.
8. Player fires a Red Cup
 - 8a. Player fires a shot glass
9. Player fires 3 more cups.
 - 9a. Player fires 9 more shots.
10. Student becomes active and begins to move away from Player. Also, an assignment is left in the student's spot.
11. Player moves to come into contact with assignment.
12. Assignment powerup disappears. Number of assignments is incremented by 2.
13. Professor approaches Player
14. Player uses Alternate fire to shoot professor. Number of assignments is decremented by one.
15. Professor disappears and respawns at a random point on the map.

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5. Computer AI doesn't wait for player input. Professors immediately begin to home in on player sprite.
6. Player deftly moves to avoid contact with Professors.
7. Player presses space bar while pointed at a student.
8. Player fires a Red Cup
9. Player fires 3 more cups.
10. Student becomes active and begins to move away from Player. Also, an assignment is left in the student's spot.
11. Student moves away from player until it disappears.
12. Steps 6-11 are repeated until the last student remains.
13. Steps 6-11 are repeated once more.
 - 13a. The player stays too close to the student which is running away and the student never disappears.
 - 13b. Steps 6-11 are repeated once more, and the player is on the last level.
14. Screen is redrawn with Player sprite in the bottom left hand corner. The map is new also and there are now more students.
 - 14a. The level is not redrawn until the student moves further away from the fleeing student or the student moves further away from the player.
 - 14.b. You win message is displayed.