

Use Case 1

Name: “Refill Fire-engine water tank”

- Context: The player returns to Fire station to refill the water tank
- Actors:
 - Primary Actor: Player 1
 - Supporting Actors: N.A.
- Precondition: The player must have engaged in a fight and must have used water tank and the Fire Station must not have been already destroyed by ET patrols
- Trigger: Player moves fire engine in range of fire station while having water tank not full
 - Main Success Scenario:
 1. Player moves fire engine within range of Fire Station
 2. Fire engine remains in range of the Fire Station for the whole duration of the recharging time
 3. After successful completion, the player moves out of the range of the Fire Station
 - Secondary scenarios:
 1. Fire engine moves out of the Fire Station range before the water tank has been completely refilled
 2. ET patrol enters attacking range of Fire Engine
 3. ET patrol destroy Fire Station while water tank is recharging
- Success Postcondition: Player successfully refills the fire engine’s water tank

Use Case 2

Name: “Non-fatal death while in combat”

- Context: The fire engine that is currently being used by the player loses all health points, effectively causing the player to lose 1 life point, but the player still has more than 1 life points
- Actors:
 - Primary Actor: Player 1
 - Supporting Actors: ET fortress
- Precondition: The player must have engaged in a fight against an ET fortress and must have suffered fatal damage for the current fire engine during the fight; furthermore, the player must have more than 1 life point (i.e. fire engine) remaining before engaging in the fight
- Trigger: The player’s current fire engine’s health bar drops to 0
 - Main Success Scenario:
 4. Player engages in fight against ET
 5. Player suffers critical damage, which leads to current fire engine’s health bar to drop to 0
 6. The fire engine in use by the player automatically switches to a new one
 7. The fight resumes
 - Secondary scenarios:
 1. Player’s life points are not more than one (last available fire engine)
 2. ET gets destroyed before the fire engine is fatally damaged
- Success Postcondition: Player successfully resumes the fight with a new fire engine

Use Case 3

Name: “Fatal death while in combat”

- Context: The fire engine that is currently being used by the player loses all health points, effectively causing the player to lose 1 life point, but the player does not have more than 1 life points
- Actors:
 - Primary Actor: Player 1
 - Supporting Actors: ET fortress
- Precondition: The player must have engaged in a fight against an ET fortress and must have suffered fatal damage for the current fire engine during the fight; furthermore, the player must not have more than 1 life point (i.e. fire engine) remaining before engaging in the fight
- Trigger: Player moves fire engine in range of fire station while having water tank not full
 - Main Success Scenario:
 1. Player engages in fight against ET
 2. Player suffers critical damage, which leads to current fire engine’s health bar to drop to 0
 3. The fire engine in use by the player automatically cannot switch to a new one
 4. The game ends and the user is brought back to the initial menu
 - Secondary scenarios:
 1. Player’s life points are not more than one (last available fire engine)
 2. ET gets destroyed before the fire engine is fatally damaged
- Success Postcondition: Game ends and player is brought back to initial menu

Use Case 4

Name: “Player sets a new high-score”

- Context: The player successfully completes the game: wins and sets a new high-score to be added to the list
- Actors:
 - Primary Actor: Player 1
 - Supporting Actors: N.A.
- Precondition: The player must have successfully completed the game
- Trigger: Game ends and player has more than 0 life points
 - Main Success Scenario:
 5. Player wins game
 6. Player is shown his score
 7. High score list is updated
 8. Player is brought back to main menu
 9. Player has the option to see the list of all high scores
 - Secondary scenarios:
 1. Score is not high enough to make it into the ‘high-scores’ list
 2. Player decides, after being brought back to the main menu, to not view the full list of all high scores
- Success Postcondition: Player sets a new high score and is able to see it in the main menu