Chapter 1

User Interface Use Cases

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1.1 Description

The following use cases describe actions that are related to the user interacting with the user interface. User interface in this context is defined as the GUI and the human players interactions in it.

1.2 Use Cases

1.2.1 Load Save Game

Actors: Player
Preconditions: Previously saved game exists.
summary: The player selects the "Load Game" choice on the main menu, for which the system GUI has them select the previously saved game, and loads the game state to the previously saved state.
Related Use Cases:
Steps:

1. Player opens new instance of game

2. GUI loads to main menu

3. Player selects "Load Game" option

4. Menu pops up that displays previous saved games

5. Player selects which saved game to load

6. System loads game state to that saved in the saved game

Alternative: If no previous games have been saved, rather than the game select menu appearing an error message will appear displaying the message that there has been no saved games, and to select the new game option.

1.2.2   Load New Map

Actors: Player
Preconditions: Player has moved onto exit space of current map
Steps:

1. System opens box asking player whether or not they want to move to the next map

2. Player selects that they would like to move to the next map by selecting 'yes'.

3. System displays waiting screen

4. System locates file location of the new map

5. System prints new map to the screen

6. Player sprite, as well as any item/monster/other player sprites appear on the map as appropriate

1.2.3   Open Inventory

Actors Player
Preconditions: None
Steps

1. Player selects the inventory icon on the screen

2. System opens the inventory member of the player class

3. GUI is updated to display an empty inventory with X number of spots

4. System reads the items stored in player class inventory member and prints text/item sprites to screen

Alternatives If the players inventory is empty, step four will be skipped

1.2.4   Load Equip Menu

Actors Player
Preconditions Inventory Menu is open
Related Use Cases Open Inventory, Open Quest Log
Steps

1. While in inventory menu, player selects "equip" button

2. System opens new menu showing slots for places for items to be equipped

3. System loads items in player's inventory that are able to be equipped to sidebar

4. System moves items currently equipped to player to specific slot.

1.2.5 Open Quest Log

Actors Player
Preconditions Inventory Menu is open
Related Use Cases Open Inventory, Load Equip Menu
Steps

1. While in inventory menu, player selects "Quest Log" button

2. System opens new menu

3. System loads player's quest log member variable

4. System loads quests from quest log member variable and prints them to the menu

1.2.6 Use ability (Attack)

Actors Player
Preconditions Player has unlocked abilities
Summary The Player uses his/her skill to use an item on a target
Terminates After the ability has been activated
Steps

1. Player clicks an ability in the ability bar

2. If the ability needs a target, the cursor changes to reflect this, and the user clicks a target

3. the system locks the ability for its individual cooldown time

Alternatives If the ability is currently cooling off the click will be ignored

1.2.7 Equip an Item

Actors Player
Preconditions Play has an equitable item, and the necessary skill to use the item
Summary The Player equips an item, changing their stats appropriately
Terminates When item is equipped or returned to inventory
Related use cases Load Equip Menu
Steps

1. The user Selects an Inventory item

2. The user clicks on an equipment slot on their equipment display.

3. The system checks if the active item is equitable in that location and the user has the necessary skill.

   - If valid: system equips the active item to character and recalculates player stats, transporting previously equipped items to inventory if necessary.
   - If invalid: system prints message in dialog box explaining what conditions failed.

Alternative: If the player does not want to equip their selected equipment, The user right-clicks anywhere, deactivating and returning the item to its previous location.

1.2.8   Use an Item

Actors Player
Preconditions Player has usable item in inventory, valid target, and necessary skill
Summary The Player uses his/her skill to use an item on a target
Terminates After item is consumed or returned to inventory
Related use cases Select an Item from Inventory
Steps

1. The user Selects an Item from Inventory

2. The user clicks on a target map tile.

3. The system checks if the target is valid and the user has the necessary skill to use the active item.

   - If valid: system applies items effects to target; item is consumed.
   - If invalid: system prints message in dialog box explaining what conditions failed.

4. Alternative: The user right-clicks anywhere, deactivating and returning the item to its previous location.