

Use Case ID	UC-001																
User Case Name	Initiate Trade with NPC																
Description	Player encounters NPC merchant and wants to trade items with them																
Actors	Player																
Pre-conditions	Ongoing Session, Player's Turn																
Post-conditions	Items in NPC and Player inventories have been swapped																
Frequency of Use	Fairly regular occurrence																
Flow of Events	<table> <tr> <th></th><th>Action</th><th>Response</th></tr> <tr> <td>1</td><td>Click on NPC</td><td>Dialogue box opens of interaction options</td></tr> <tr> <td>2</td><td>Player selects trade option</td><td>Dialogue box opens up with NPC and player inventories</td></tr> <tr> <td>3</td><td>Player chooses item from his inventory and NPC inventory to trade</td><td></td></tr> <tr> <td>4</td><td>Player confirms trade</td><td>Items are swapped</td></tr> </table>			Action	Response	1	Click on NPC	Dialogue box opens of interaction options	2	Player selects trade option	Dialogue box opens up with NPC and player inventories	3	Player chooses item from his inventory and NPC inventory to trade		4	Player confirms trade	Items are swapped
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3	Player chooses item from his inventory and NPC inventory to trade																
4	Player confirms trade	Items are swapped															

Use Case ID	UC-002	
User Case Name	Dungeon Master creates new room	
Description	The players in the game move to another room, which the DM has to create.	
Actors	Dungeon Master	
Pre-conditions	Ongoing Session, Players all agree to move to next room	
Post-conditions	Players, Items, and traps are now placed accordingly in the new room	
Frequency of Use	Fairly regular occurrence	

Flow of Events			
		Action	Response
	1	Clear room of characters/items/traps	
	2	Create size of new room by clicking room size button and entering X, Y values corresponding to length and width	Grid based room is generated based on entered size
	3	DM places traps/items/characters on tiles	Information about where traps/items/characters is stored