

Ameya Bahirat  
Object Oriented Design  
Project Part II, Individual

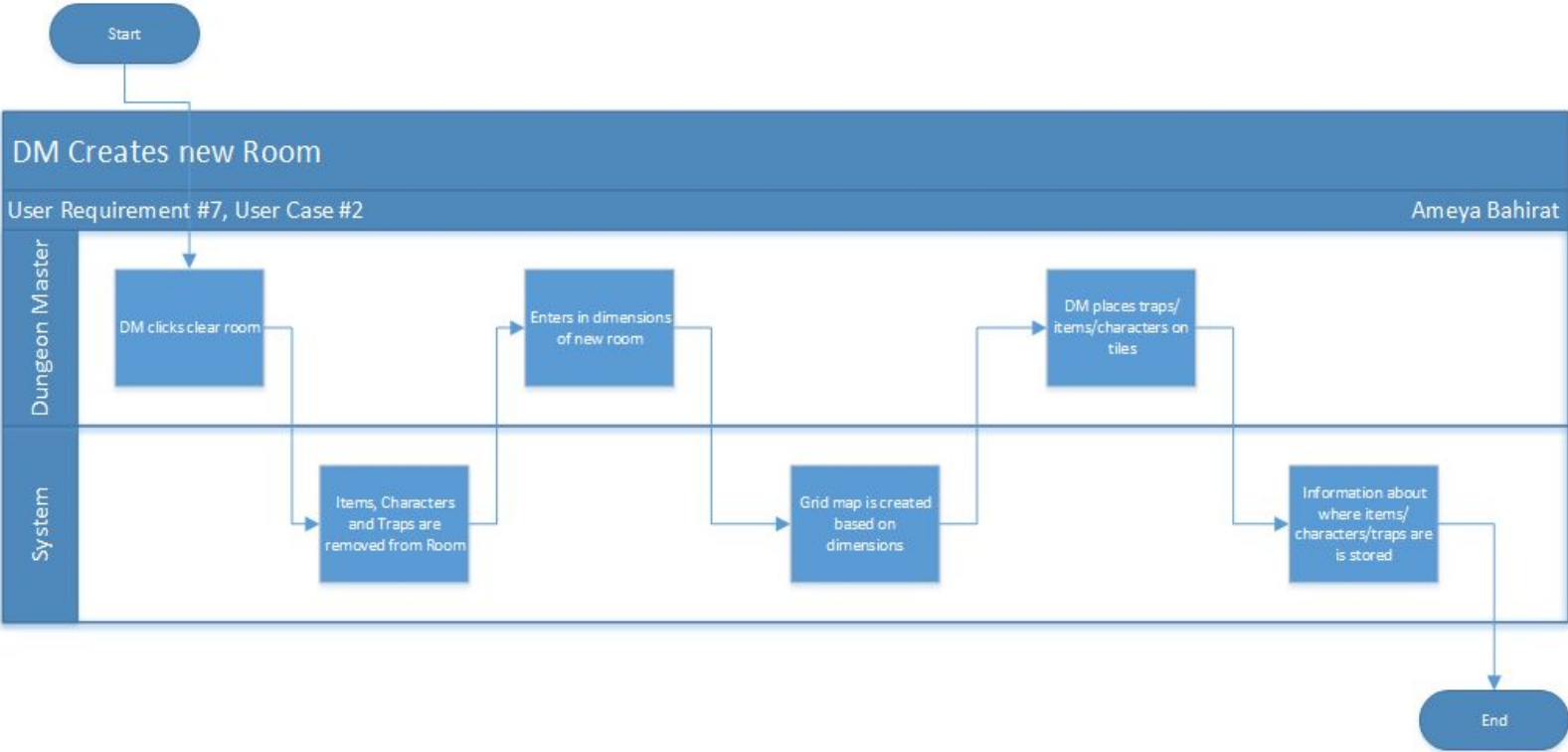
*(If activity and sequence diagrams are difficult to read, better resolution versions can be found in the github repository in the folder ABahirat. Files: ActivityDiagram\_createRoom.png, SequenceDiagram\_createRoom.png)*

**Use Case Documents:**

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	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
	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															

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	Regular occurrence													
Flow of Events	<table> <tr> <th></th><th>Action</th><th>Response</th></tr> <tr> <td>1</td><td>DM clicks clear room</td><td>System removes all items on grid</td></tr> <tr> <td>2</td><td>Create size of new room by clicking room size button and entering X, Y values corresponding to length and width</td><td>Grid based room is generated based on entered size</td></tr> <tr> <td>3</td><td>DM places traps/items/characters on tiles</td><td>Information about where traps/items/characters is stored</td></tr> </table>			Action	Response	1	DM clicks clear room	System removes all items on grid	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
	Action	Response												
1	DM clicks clear room	System removes all items on grid												
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												

**Activity Diagram:** User Requirement 7, User Case 2. DM creates new room and places characters, items, traps.



**Sequence Diagram:** User Requirement 7, User Case 2. DM creates new room and places characters, items, traps.

# DM Creates Room, User Req 7, User Case 2

