

Ben Droste

Kings and Creatures

User Requirements US-004 and US-005

Use Case ID	US-004		
Use Case Name	Player Combat		
Description	Players can initiate combat		
Actors	User		
Pre-Conditions	Player is within striking distance to the creature and is able to attack them		
Post-Conditions	If the attack hits, then damage is applied to the opponent. If the Opponents health drops to 0 or below they are removed from the map.		
Frequency of Use	Several times per round of Initiative		
Flow of Events		Actor Action	System Response
	1	Player clicks on opponent character	List of actions appears
	2	Player clicks on attack	Dice rolls occurs to determine if the attack hits and how much damage has been inflicted
Variations			
Exceptions			
Developer Notes			

Use Case ID	US-005		
Use Case Name	Results of combat		
Description	After combat has been initiated the results of combat should be shown		
Actors	User/ Dungeon Master		
Pre-Conditions	Player attacks a creature		
Post-Conditions	The user knows if the attack hits and how much damage was dealt. In addition to this the dungeon Master can see how much life is left for the creature if it has not already died.		
Frequency of Use	Several times per round of Initiative		
Flow of Events		Actor Action	System Response
	1	Player or Dungeon Master initiates combat	Dice rolls occurs to determine if the attack hits and how much damage has been inflicted.
	2	Player looks at results of combat then clicks done	
Variations	2 DM also sees the health remaining on the creature in the combat record		
Exceptions			
Developer Notes			

Player Attacks and Combat Result Display



