

Ameya Bahirat
Object Oriented Design
Project Part II, Individual

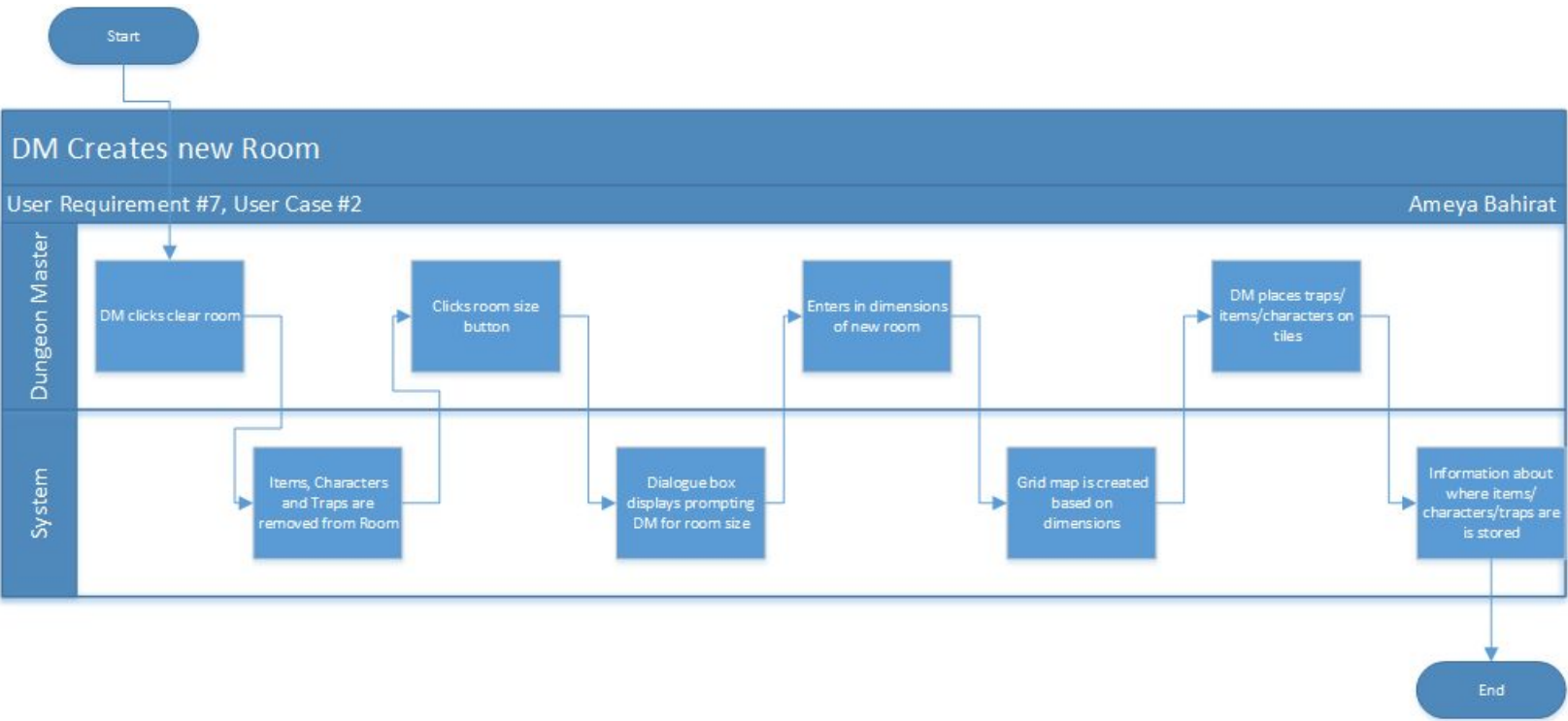
(If activity and sequence diagrams are difficult to read, better resolution versions can be found in the github repository in the folder ABahirat_UML. Files: ActivityDiagram_createRoom.png, SequenceDiagram_createRoom.png)

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, characters, hazards on grid</td></tr> <tr> <td>2</td><td>Click room size button</td><td>Dialogue box displays LxW dimensions</td></tr> <tr> <td>3</td><td>DM enters in length/width values and hits create Room</td><td>Room is created based on size entered</td></tr> <tr> <td>4</td><td>DM places characters/items/traps</td><td>Character/item/traps stored as tile information</td></tr> </table>			Action	Response	1	DM clicks clear room	System removes all items, characters, hazards on grid	2	Click room size button	Dialogue box displays LxW dimensions	3	DM enters in length/width values and hits create Room	Room is created based on size entered	4	DM places characters/items/traps	Character/item/traps stored as tile information
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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

