

Ameya Bahirat  
Object Oriented Design  
Project Part II, Individual

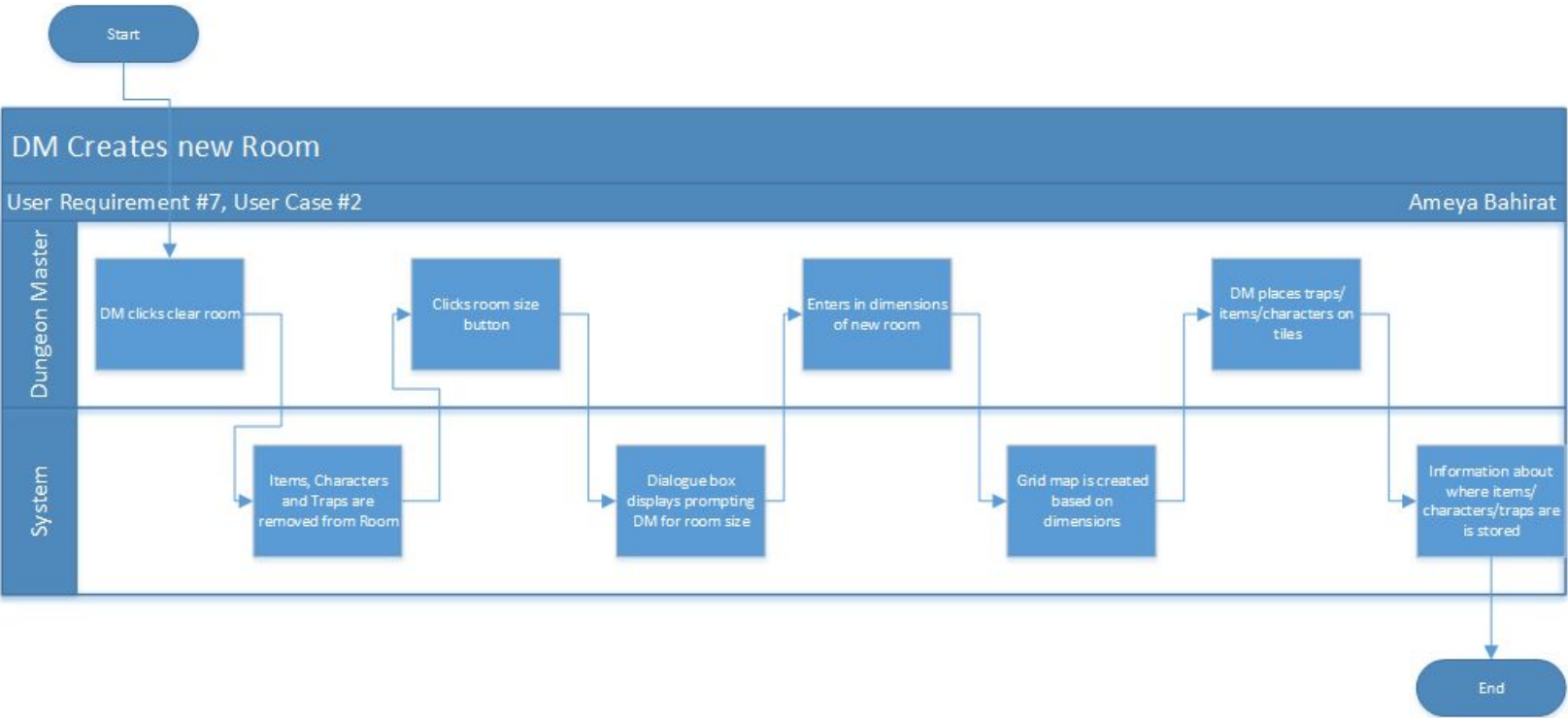
*(If activity and sequence diagrams are difficult to read, better resolution versions can be found in the github repository in the folder ABahirat\_UML. Files: ActivityDiagram\_createRoom.png, SequenceDiagram\_createRoom.png)*

**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

