

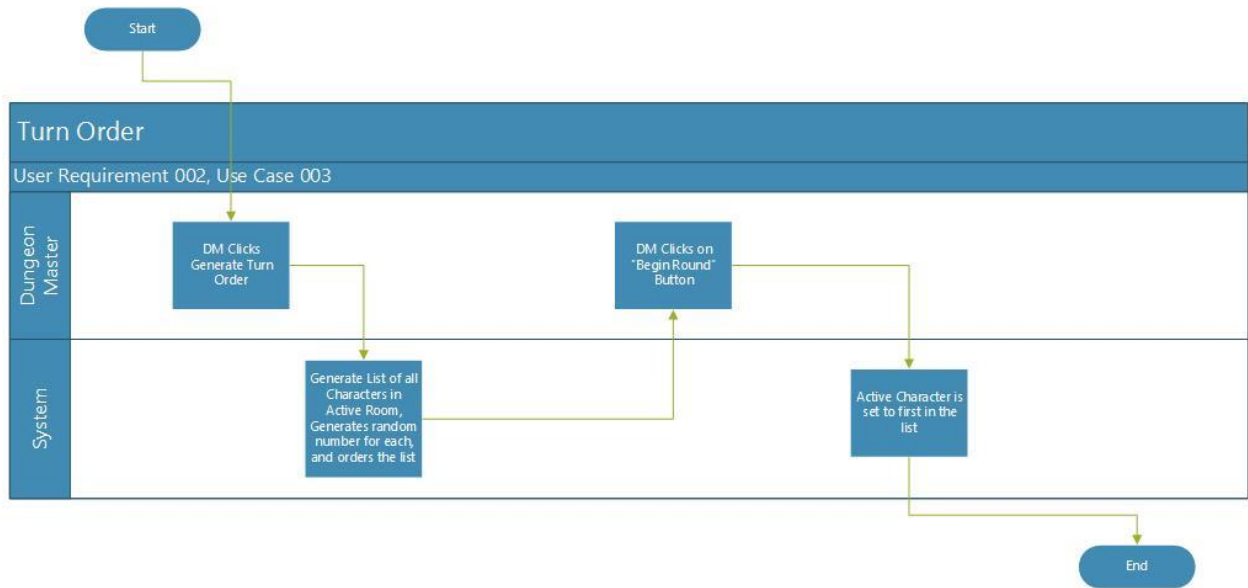
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Kings and Creatures

User Requirements US-002 and US-003

Use Case ID	US-003		
User Case Name	Turn Order		
Description	Dungeon Master (DM) needs to generate turn order each round of turns (Rolling for initiative)		
Actors	DM		
Pre-Conditions	Ongoing Session, Beginning of round of turns		
Post-Conditions	Turn order defined, stored in Session		
Frequency of Use	Common Occurrence		
Flow of Events	Step	Action	Response
	1.	DM clicks on "Generate Turn Order"	System generates a list of all characters in a room, generates a random number for each, and orders the list with highest number first.
	2.	DM clicks on "Begin Round" Button	Turn gets passed to the highest priority player or npc.

Use Case ID	US-006		
User Case Name	DM NPC Attack Players		
Description	DM needs to be able to trigger combat between enemy characters and players		
Actors	DM		
Pre-Conditions	Ongoing Session, Non Player Character's turn		
Post-Conditions	Damage Applied to Player Character		
Frequency of Use	Common Occurrence		
Flow of Events	Step	Action	Response
	1.	DM clicks on player character	Dialogue box opens with interaction options
	2.	DM selects "Attack character"	Dialogue Box opens with selection of weapons with correct range
	3.	DM selects a weapon from list and clicks "Confirm"	Dialogue Box opens with results of the attack (hit and damage applied, or miss)
	4.	DM selects "Close"	Display returns to DM view



Turn Order, User Requirement 2, Use Case 3

