Peter McPadden

Kings and Creatures

User Requirements US-002 and US-003

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| 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 Occurence |
| Flow of Events | |  |  |  | | --- | --- | --- | | Step | Action | Response | |  | 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. | |  | DM clicks on “Begin Round” Button | Turn gets passed to the highest priority player or npc. | |

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| 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 Occurence |
| Flow of Events | |  |  |  | | --- | --- | --- | | Step | Action | Response | |  | DM clicks on player character | Dialogue box opens with interaction options | |  | DM selects “Attack character” | Dialogue Box opens with selection of weapons with correct range | |  | DM selects a weapon from list and clicks “Confirm” | Dialogue Box opens with results of the attack (hit and damage applied, or miss) | |  | DM selects “Close” | Display returns to DM view | |

