

## Detailed Use Cases (Iteration 1) for System : One Dungeon

Assignment in the course PA1435 Objektorienterad design

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## **System Description**

The goal is to make a game with a interactable GUI. The game consist of a dungeon randomly generated with the help of Twitter pages. The user explores the dungeon with other users to descend a set amount of floors to reach the final boss.

During the game, the user will find items that will help along the way ranging from weapons and gear to utility items. The user will also be able to meet with other users or wandering personas inside the dungeon. During these encounters the user will have different options of interactions depending on if it's another user or what kind of wandering persona the user meets.

If the user manages to beat the final boss the system will calculate a score for the player depending on how much of the dungeon the user explored, how much gold the user found, the number of monsters the user slayed and how many special items the user is carrying. The score is stored on a personal high-score list.

## **Detailed Use Cases**

### **Use Case**

Move

#### **Actors**

User

#### **Preconditions**

User not in combat.

#### **Description**

A user requests to move into another room. The system checks if the path is available. The system generates the new room and moves the player into it.

#### **Main Course of Events**

| Actor  | System  |
|--|---|
| 1. The user requests to move into another room |   |
|  | 2. The system checks if the path is available               |
|  | 3. The system generates a new room and puts the user in it. |

#### **Alternative Flow of Events**

3. The system denies the request.

#### **Special Requirements**

None

### **Use Case**

Attack

#### **Actors**

User, NPC

#### **Preconditions**

User in combat.

#### **Description**

The user requests to attack the NPC. The system calculates the attack. The NPC suffers damage or dodges the attack.

#### **Main Course of Events**

| Actor                                     | System                              |
|---|-------------------------------------|
| 1. The user requests to attack the NPC    |                                     |
|   | 2. The system calculates the attack |
| 3. The NPC suffers damage from the attack |                                     |

#### **Alternative Flow of Events**

None

#### **Special Requirements**

None

### **Use Case**

Evade

#### **Actors**

User, NPC

#### **Preconditions**

User in combat and not restrained.

#### **Description**

The user wants to evade a NPC. The system calculates if the evade was successful. If the evade was successful the system puts the user into another room, else the user is stuck in combat.

#### **Main Course of Events**

| Actor                               | System   |
|-------------------------------------|--|
| 1. The user requests to evade a NPC |  |
|                                     | 2. The system calculates if the evade was successful |
|                                     | 3. The system puts the user into another room        |

#### **Alternative Flow of Events**

3. The NPC attacks the player.

#### **Special Requirements**

None