
The Half Dozen

**A Dark Moon
Use-Case Specifications**

Version 1.0

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Use-Case Specifications	Date: 02/10/22
UseCaseSpec	

Revision History

Date	Version	Description	Author
02/10/22	1.0	First Draft	Vance Muzangu

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Figure 1 Use-Case Diagram

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Use-Case Specifications

1. Use-Case Model

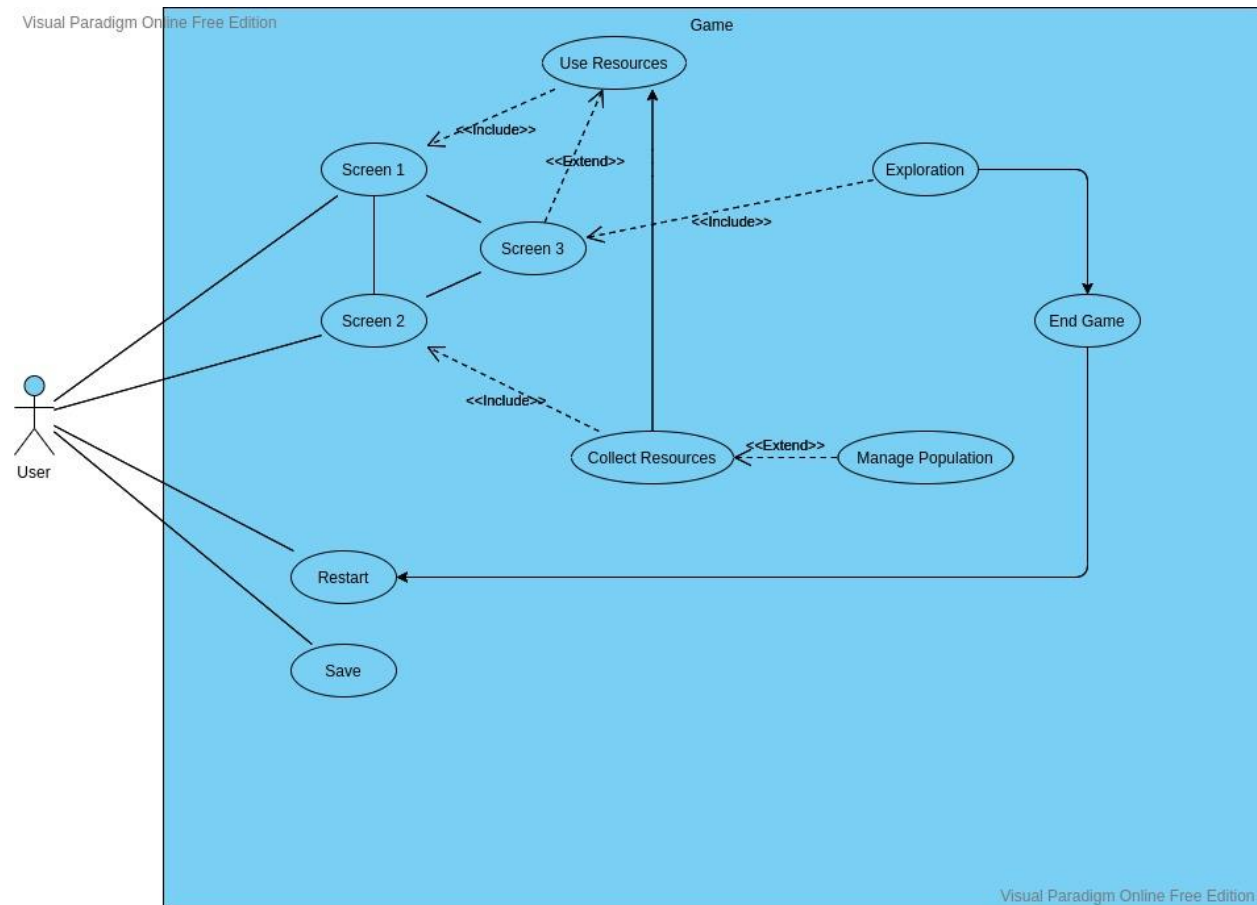


Figure 1. Use-Case Diagram

2. Screen 1

2.1 Brief Description

The User opens the game in browser and is prompted with tasks.

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2.2 Flow of Events

2.2.1 Basic Flow

This use case starts when the player opens the game
The game presents the player with dialog on the first entry
The game reloads previous save on returning entry
The game presents a list of interactions to the user

2.2.2 Alternative Flows

2.2.2.1 Player uses resources

The player can choose to use their resources on various buildings and upgrades
The resources must have been previously collected in screen 2
The game applies each upgrade and displays available resources
Screen 3 is unlocked due to the use of the resources

2.2.2.2 Player selects Screen 2

The Player can choose to move to screen 2

3. Screen 2

3.1 Brief Description

The user has collected enough resources to move on to Screen 2

3.2 Flow of Events

3.2.1 Basic Flow

The player can choose to click buttons to collect resources
The player can also manage their population to passively collect resources on a timer

3.2.2 The player Selects to move to screen 3

The player can move on to screen 3

4. Screen 3

4.1 Brief Description

The Player begins to explore.

4.2 Flow of Events

4.2.1 Basic Flow

The player can choose to begin an expedition
Expedition leads to a map for the player to explore
Movement on the map consumes resources
The player can choose to take resources with them on the expedition
The player will encounter random combat
The end of the game is reached through exploration

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4.3 Preconditions

- 4.3.1 *Player must collect a certain number of materials before advancing to screen 2*
- 3.3.2 *Player must complete several builds and have enough materials before advancing to Screen 3*

4.4 Postconditions

- 4.4.1 *Save*
- Player selects save
 - An export save window will appear
 - Player will choose where to save file on clients' computer

4.5 Use-Case Diagrams

Refer to Figure 1.