

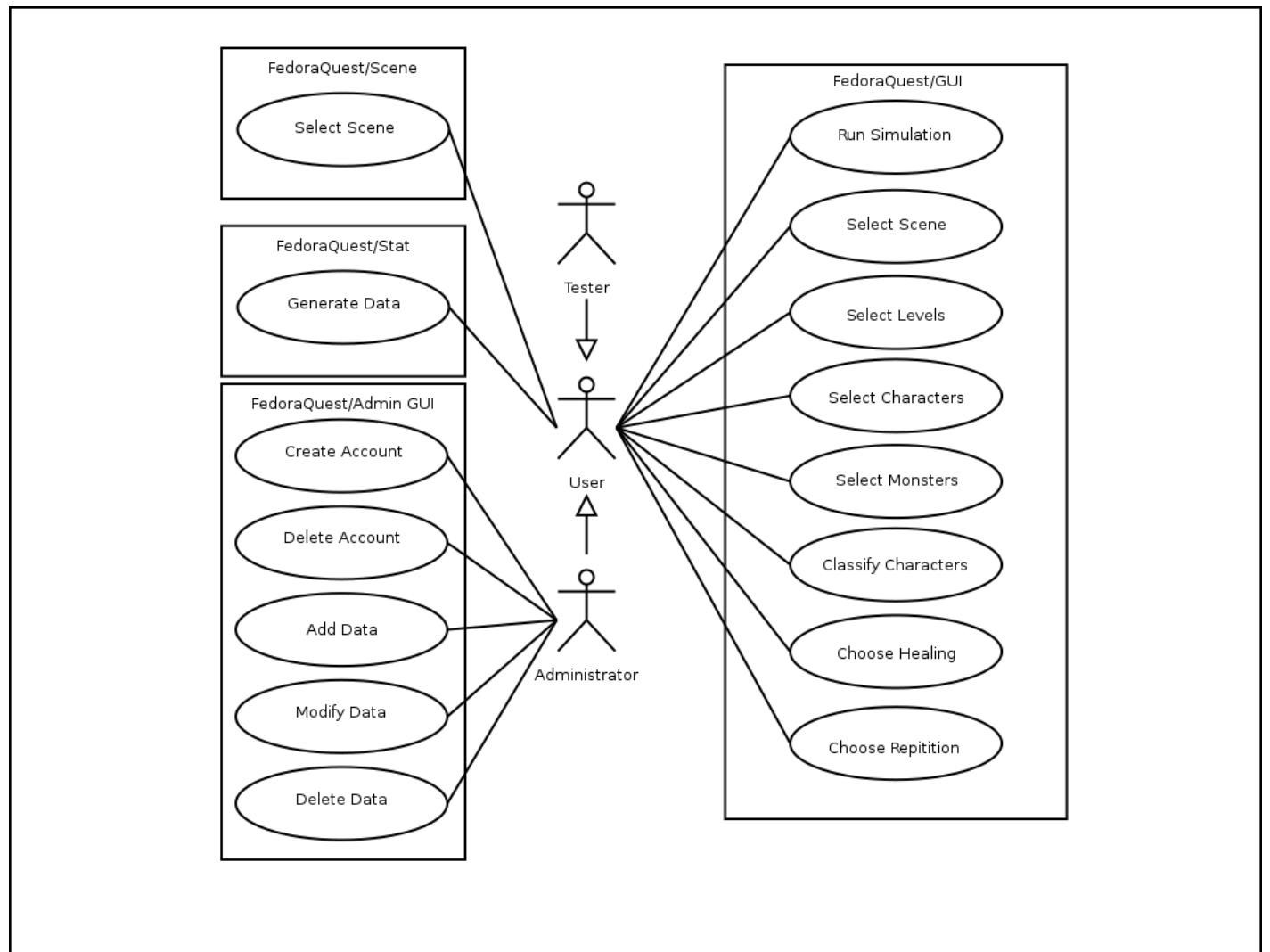
Use Cases

Table and UML

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September 21, 2016

1 Use Case UML Diagram



2 Use Case Table

<u>Use Case</u>	<u>Name</u>	<u>Begins With</u>	<u>Ends With</u>	<u>Subsystem</u>
UC-01	Run Simulation	A user choosing create a simulation from the main menu after logging in	The simulation running until complete or interrupted	Game GUI
UC-02	Select Scene	User selecting a scene or choosing random	User moving to next option	Game GUI
UC-03	Select Levels	User selecting a starting and max level	User moving on to next option	Game GUI
UC-04	Select Characters	User choosing number of characters and the challenge difficulty or random	User moving on to next option	Game GUI
UC-05	Select Monsters	User choosing monster for scene or random	User moving on to next option	Game GUI
UC-06	Classify Characters	User selecting PC or NPC for each character and their professions	User moving on to next option	Game GUI
UC-07	Choose Healing	User choosing how healing will be handled for the session	User moving on next option	Game GUI
UC-08	Choose Repitition	User choosing how many times to run the selected senario	Simulation starting with user given settings	Game GUI
UC-09	Select Action	Each user selecting an action for their character during that round	The simulation going forward and running the next round	Scene
UC-10	Insert Data	The administrator choosing add data from his or her home menu	The data being added to the base data for the simulation	Administration GUI
UC-11	Modify Data	The administrator choosing modify data from their home menu	The data base data of the simulation changing	Administration GUI
UC-12	Delete Data	The administrator choosing delete data from their home menu	The data being removed from the base data of the simulation	Administration GUI

UC-13	Create Account	The administrator choosing create account from their home menu	A new user account being created	Administration GUI
UC-14	Delete Account	The administrator choosing delete account from their home menu	That users account no longer being in the system	Administration GUI
UC-15	Generate Data	A user starting a simulation	The analysis of that simulations data being saved to a file	STAT