

Class Assignment 3: Minecraft

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Functional Requirements and Sub-functional Requirements for Minecraft:

1. World generation
 - 1.1. Generate NPC (non-player character)
 - 1.2. Dynamic environment generation
 - 1.3. Dynamic environment change (time change)
2. Multi-Player
 - 2.1. Fight
 - 2.2. Trade
 - 2.3. Build together
3. Game modes
 - 3.1. Creative
 - 3.2. Survival
 - 3.3. Hardcore
4. Interact with blocks
 - 4.1. Place
 - 4.2. Mine
 - 4.3. Craft
5. Interact with NPC
 - 5.1. Fight
 - 5.2. Trade
 - 5.3. Tame

Use case diagram:

