CS383: Software Engineering

HW1: Use Cases
Spring 2014

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Contents

1 Use Cases

1.1 Magic

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1.1.1 Cast a Spell

Magic I	Cast a Spell
Actors	• Phasing player
Goal	Phasing player cast spells
Preconditions	• Phasing player is in one of the following phase 1. Movement 2. Spell Segment 3. Combat
Summary	Phasing player gonna cast enough spells he want during his turn
Related Usecases	• Movement • Combat
Steps	

1. Phasing Player select a character with PL

2. Phasing player select an available spell

3. player selects a target for the spell

4. Player imform to cast this spell

5. repeat to cast enough spells

Alternative	• Only in Movement and spell segment: 1. Phasing player can choose a higher level spell with warning red background. 2. Computer will computes the result if successfully cast the spell and whether the charater survive or not • Player click on the buttom "End of casting spells" which the bottom will always be displayed on side of the screen

1.1.2 Cast a CounterSpell

Magic II	Cast a CounterSpell
Actors	• Non-phasing Player
Goal	Non-phasing players cast counterspells
Preconditions	• End of phasing player's spell segment
Summary	All non-phasing player will do this at the same time, and once all of them have clicked the "end of counterspell" button. The server will then turn to let phasing player control
Steps	

1. Non-phasing player select a charater with PL

2. Select an available counterspell

3. Select a target to cast this spell

4. Repeat to select enough counterspells

Alternative	• Non-phasing player click the button "End of casting counterspells".