

CS383: Software Engineering

**HW2: Use Cases
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1 Use Cases

1.1 Magic

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1.1.1 Cast a Spell

Magic I	Cast a Spell
<i>Actors</i>	<ul style="list-style-type: none">• Phasing player
<i>Goal</i>	Phasing player cast spells
<i>Preconditions</i>	<ul style="list-style-type: none">• Phasing player is in one of the following phase<ol style="list-style-type: none">1. Movement2. Spell Segment3. Combat
<i>Summary</i>	Phasing player gonna cast enough spells he want during his turn
<i>Related Usecases</i>	<ul style="list-style-type: none">• Movement• Combat
<i>Steps</i>	

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 inform 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
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1.1.2 Cast a CounterSpell

Magic II

Cast a CounterSpell

Actors

- Non-phasing Player
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Goal

Non-phasing players cast counterspells

Preconditions

- End of phasing player's spell segment
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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 character 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".
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