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C++ II

Use Case

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Use Case Definitions for Pokémon Safari Zone Simulator

1. Program starts and displays the “enter name” instructions.

2. Program displays ascii art and the general instructions for the simulator.

3. User will be prompted to take 3 actions: search/catch, view caught Pokémon, and leave; until all Safari Balls are used, one of each Pokémon species is caught, or they choose to leave.

5. When the Search/Catch option is selected the user will be prompted to select a zone to search for Pokémon in.

6. Once a zone is selected the user will be prompted to input a subsidiary action: Throw Safari Ball, Throw Bail, Throw Mud, or Run.

7. Throw ball runs the Pokémon catch attempt function. Throw Mud runs the Mud function, Throw Bail runs the Bait function, and Run force leaves the Pokémon encounter.

8. When leaving the simulator with parent option “Leave” the user will be asked for confirmation.

9. When exiting the simulator the user will be asked if they would like to see the recorded scores or if they would like to leave immediately.

10 Scores displays recoded scores, exit leave the simulator.

11. All input will be run through validation checks.