Use Case Document

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| **Purpose** | Input handling |
| **Actors** | Player |
| **Description** | In this diagram I have described the interaction between the user and the system. This was used in my text based Pioneer Trail game |
| **Flow** | Nothing to be assumed. Everything is handled |
| **Exception Flow Bad Input** | 1. Checks for input 2. Sends it to handler 3. Handler runs correlated functions 4. Function runs 5. Input listener is put back in charge |
| **Exception Flow No Input Option** | 1. Input Received 2. Validates it 3. Sends error message 4. Checks for input again |
| **Pre Conditions** | The input listener needs to be active |
| **Post Conditions** | The input listener needs to be put in charge again at the end of the cycle |