Use Case Document

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.

**Preconditions:** Nothing to be assumed. Everything is handled.

**Flow:**

* Checks for input
* Sends it to handler
* Handler runs correlated functions
* Function runs
* Input listener is put back in charge

**Exception Flow Bad Input:**

* Input Received
* Validates it
* Sends error message
* Checks for input again

**Exception Flow No Input Option:**

* Input Received
* Doesn’t find option
* Sends error message
* Checks for input again

**Post Conditions:** The input listener needs to be put in charge again at the end of the cycle

