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| **A01** | **Create a New Hero** |
| **Goal** | Create a new Hero to save it. All new Heroes are young adults of a Klass and Race selected by the actor. After displaying the resulting Hero, the actor Saves the Hero in the dormitory, or Cancels. |
| **Actor** | Player |
| **UXs** | [UX00\_PortalOpeningView.docx](../../Adv_UserExperience/UX00_PortalOpeningView.docx)  [UX01\_NewHeroInputPanel.docx](../../Adv_UserExperience/UX01_NewHeroInputPanel.docx)  [UX02\_HeroDisplay.docx](../../Adv_UserExperience/UX02_HeroDisplay.docx) |
| **Pre-Conditions** | UX00 Portal View is open with Create New Hero action button |
| **Post-Conditions** | Hero is created and attributes, inventory, skills, and magic-related data are displayed. |
| **Invariants** | * Registries for Heroes, Race, Occupations, associated Skills, and Inventory Items are available. * List of hair color options are available. * Dormitory exists for saving the new Hero and ensuring uniqueness. |

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| **Detailed Description** | | |
|  | **Actor Actions** | **System Response** |
| **1** | Requests to create a new Hero. (Click on Create New Hero button in UX00). | Retrieves the default data and displays the new hero input screen (UX01) of user input options: name of Hero, gender, Race, Klass, and hair colors. |
| **2a** | Enters the new Hero’s desired name (required). | Validates the Hero’s name (required), which must be unique in the Dormitory; details are in Input section. |
| **2b** | Optionally, changes gender from Male to Female. | Default gender is male, but can be changed to female. which affect’s Hero’s traits. |
| **2c** | Optionally, changes Race from Human to one of the non-Human races | Each Race has abilities and supporting values specific to that Race |
| **2d** | Optionally, changes Klass from Fighter to Cleric, Rogue, or Wizard. | Each Klass has many abilities and supporting values specific to that Klass. |
| **3** | SUBMITs the input data to create the new Hero. | If Hero’s name is non-null and within length limits, creates the Hero from the given data. The algorithm uses the 4d6-1 generator role for the 6 prime traits of the Hero.  The actual rules for generating the character is given in a supplemental document *Generating the Character*, available in the use case folder (Adventurer/Adv\_UseCases/A01\_CreateHero) |
| **5b** | Optionally, selects CANCEL | Hero is returned to the main action page showing the three major buttons. |

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| **Inputs:** | NAME (no default; max limit = 45 characters, including white space), GENDER [male], OCCUPATION [None] HAIR\_COLOR [bald], RACE [Human], KLASS [Fighter] |
| **Outputs:** | Hero Nameplate: NAME, GENDER, RACE, KLASS, HAIR\_COLOR;  XP (0), LEVEL (1), HP (Klass-specific), OCCUPATION (randomly selected), HUNGER STATE (FULL); AC (10 before mods), SPEED (trait and height adjusted), HEIGHT (feet and inches; race and gender adjusted), WEIGHT (lb; race and gender adjusted); GP (Klass-specific), SP (0), GOLD\_BANKED (0.0), WEIGHT\_CARRIED (calculated from inventory); MAX\_LANGS Knowable (calc from INT), LANGUAGES KNOWN (Common and race language); PHYSICAL DESCRIPTION (inferred from physical traits and Charisma; see Note 7);  INVENTORY (Item List) := Category, Name, Quantity, Weight, [Occupation Kit], and total inventory weight  SKILLS:= Literacy (based on INT), Occupational Skill (based on Occupation) [Racial Skills] |
| **Notes:** | 1. The current 7 race options and associated racial skills are: Human, Dwarf, Elf, Gnome, Half-Elf, Half-Orc, and Hobbit. 2. Hero’s height and weight are used to find a body type then CHR is used to determine if the description should be positive or negative (e.g. skinny or lithe; squat or stocky). Description also includes a note about racial appearance (e.g. pointed ears for elf; snout-like face for Half-Orc.) 3. There is never a need for the Player to edit their Character, so Edit Hero does not exist as a Use Case. *Adventurer* updates the Hero as the Player performs actions, e.g., buying inventory items, or gaining HP. 4. Each Hero is a Person object characterized by personal attributes, Race, Klass, and Inventory component, and is associated with other supporting objects, e.g., Item. Each of these components initializes their own aspects of the Hero. |