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| Name: | Combat Encounters |
| ID: | UC-2 |
| Description: | How the user will interact in combat |
| Actors: | Player |
| Triggers: | Entering a room |
| Pre-conditions: | Refer to UC-1 New Game |
| Main Course: | 1. Room Generates Encounter 2. System describes room & encounter to players 3. Player given combat options [ att, magic, item, flee] 4. Player Selects combat option 5. System does action that player chose |
| Post-conditions: | 1. Enemy is defeated 2. Player Died |
| Alternate Courses: | 1. System chooses enemy on player if enemy isn’t defeated 2. System does action 3. If all alive => loop to #3 4. Player or enemy died    1. Player died       * Game over    2. Enemies died       * Gain xp, gold, item 5. Boss enemies will have more HP, give better xp, give better reward |
| Exceptions: |  |