

Adam Cobb's Use Case Diagram/ Scenario & Class Diagram

ADAM (MENU MANAGEMENT)

- **Providing Game access:**

- Start Game
- Continue
- Load
- Save

- **Allowing Exiting/Pausing:**

- Exiting to main Menu safely.
- Pause Game Freezing the Gameplay while player navigates the menu.

- **Adjusting Sounds:**

- Adjust volume for music, sound effects, and voice.

- **Providing Help and Guidance:**

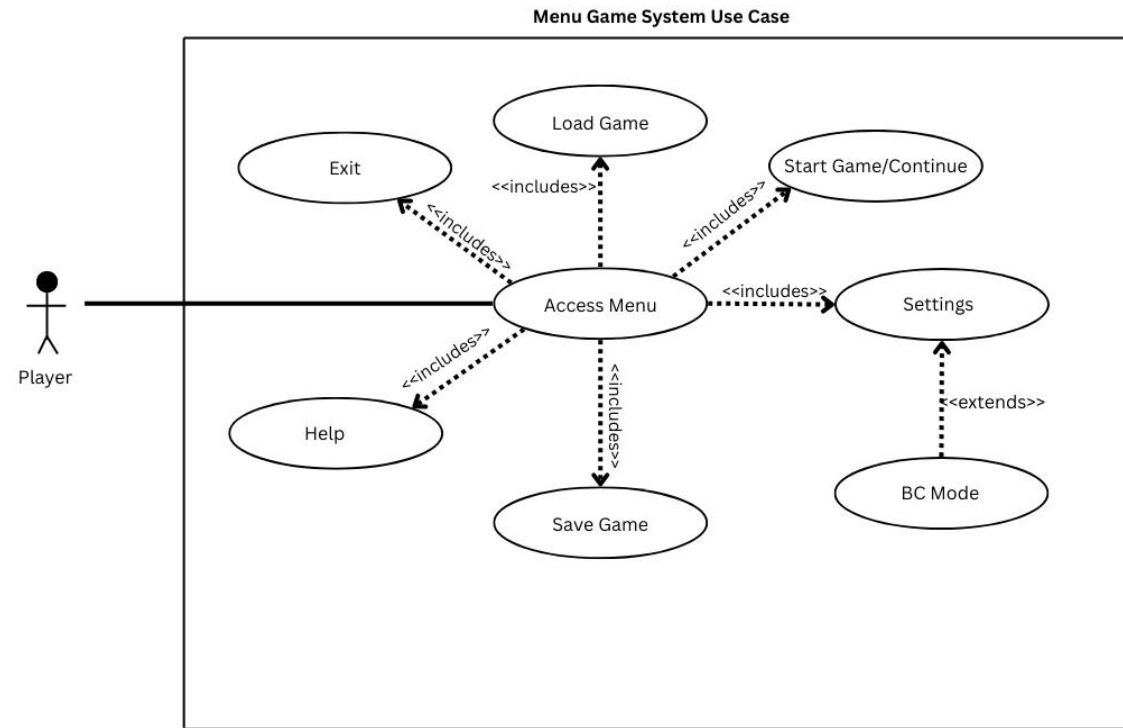
- Instructions: explaining the controls and objectives.

Priority: **Medium-High**

(Settings/audio not needed, but Needed for game to start and pause)

Complexity: **Low-Medium** (Easy enough to make a menu screen for pause and resume but not as complex as the other systems.)

ADAM (USE CASE DIAGRAM)



ADAM (USE CASE SENARIO)

1. The Player Lauches the game.
2. The Menu System Displays the main menu options:
 - 2.1. Start Game/Continue
 - 2.2. Load Game
 - 2.3. Save Game
 - 2.4. Settings
 - 2.5. Help
 - 2.6. Exit
 - 2.7. BC Mode
3. The Player selects an option.
4. The Menu System processes the selected option:
 - 4.1. If Start Game/ Continue --> Game session begins or resumes
 - 4.2. If Load Game --> Saved data is retrieved and game state restored
 - 4.3. If Save Game --> Saved data is retrieved and game state restored
 - 4.4. If settings --> Current progress is saved (Player may also choose to Exit or switch to BC mode)
 - 4.5. If Help --> Instructions are displayed
 - 4.6. If Exit --> Game terminates
 - 4.7. if BC Mode --> Alternates game mode is activated

Exceptions:

- If game crashes or freezes during a menu access, the system must handle it by restarting or recovering.
- If player provides no input for a certain time, the menu will stay idle and no action will take place.

ADAM MENU/INVENTORY (CLASS DIAGRAM)

