

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

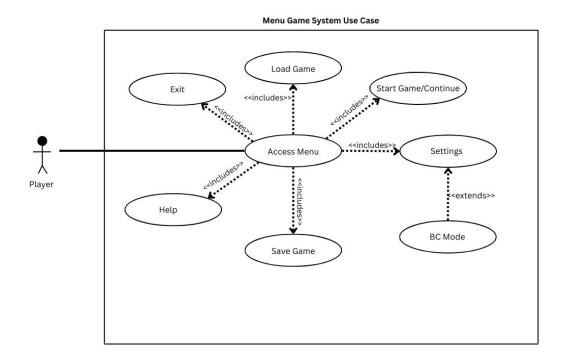
## ADAM (MENU MANAGEMENT)

- 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.

