

Use Case Overview for System Finding Trump

Assignment in the course PA1435 Object Oriented Design

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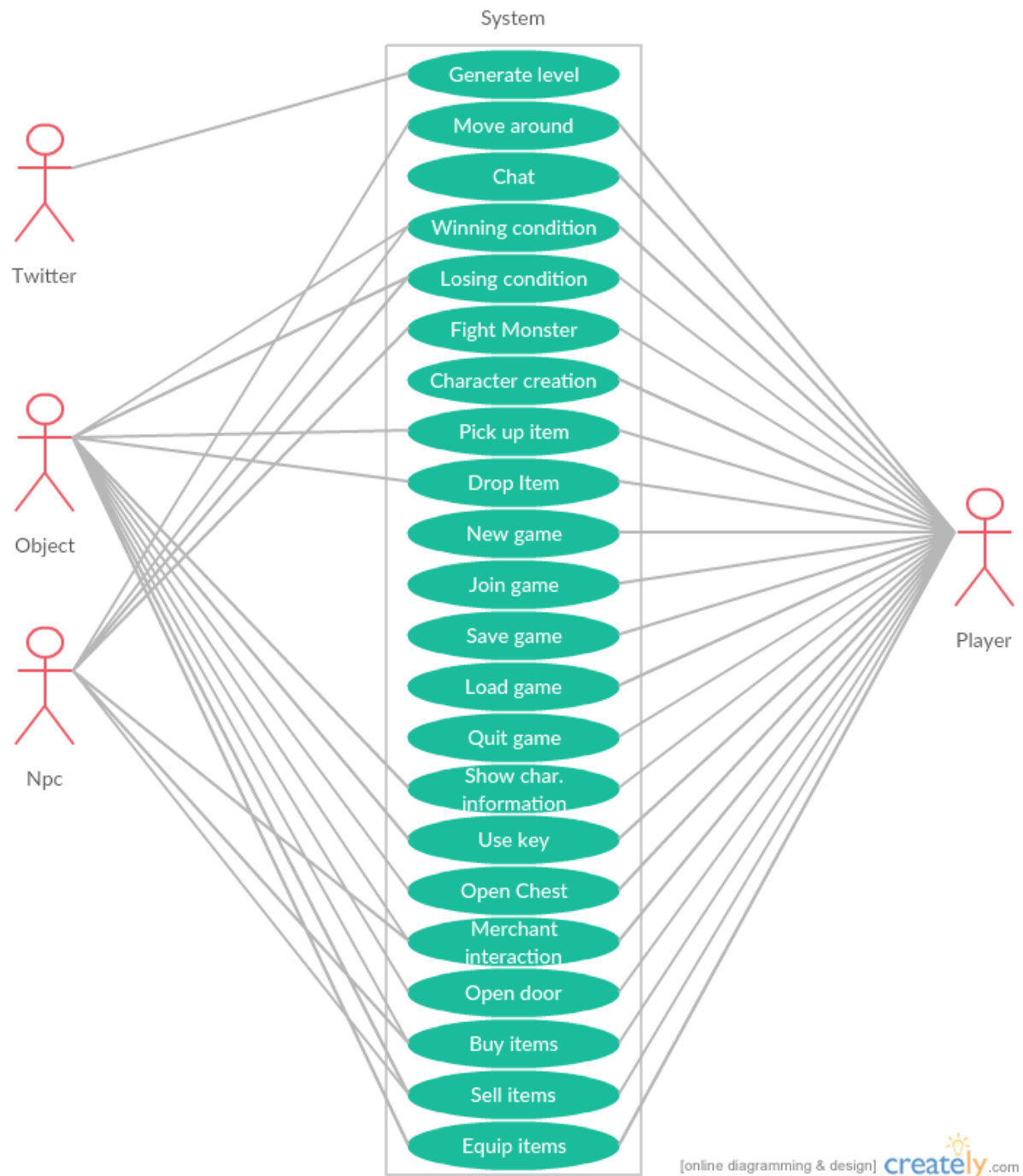
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System Description

The system is based on the classic game Nethack. Nethack is a text-based and two-dimensional game. It is a rogue dungeon crawler with a random generated map. In this dungeon you will be able to find treasure and fight monster.

The main difference between our system and Nethack is that our system is connected to Twitter and all the levels, items, and monsters are generated from a seed in the form of a Twitter feed.

Use Case Diagram



Description of Actors

Player: A person that plays the game.

Non-Player Character (NPC): A character controlled by the system, either a merchant or monster.

Object: Objects in the level that is interactable with the player or monster.

Twitter: Social media platform which the system depends on when generating a level.

Use Cases

Use Case: Generate level

Actors: Twitter

Description: System reads Twitter Feed and generates level, items and monsters based on keywords in Twitter feed.

Use Case: Move around

Actors: Player, NPC

Description: Players and Monsters tells system their move order. System registers move order and moves the players/monsters to new location.

Use Case: Chatting between players

Actors: Player

Description: Players communicate with each other using keyboard. System handles message, displays to other players.

Use Case: Winning conditions

Actors: Player, Object

Description: Players find a specific object that ends the game. System display message for victory.

Use Case: Losing conditions

Actors: Player, NPC, Object

Description: Players die to monster or object. System displays message for loss.

Use Case: Fight Monster

Actors: Player, NPC

Description: Players and Monster engage in a fight. System records actions. System determines outcome. Displays result.

Use Case: Character Creation

Actors: Player

Description: Player choose name, race, class and companion. System registers input.

Use Case: Pick up item

Actors: Player, Object

Descrip: Players pick up object. System registers and updates level and players' inventory.

Use Case: Drop item

Actors: Player, Object

Description: Players drop object. System registers and updates level and players inventory

Use Case: New game

Actors: Player

Description: Player starts new game. System displays start of level and character.

Use Case: Join Game

Actors: Player

Description: Player join multiplayer game. System displays current level and other player's character.

Use Case: Save game

Actors: Player

Description: Player saves game. System saves character information and level.

Use Case: Load game

Actors: Player

Description: Player loads game. System loads character information and level. System displays character and level.

Use Case: Game quit

Actors: Player

Description: Players quits game. System closes game window and shows main menu.

Use Case: Show character information

Actors: Player, Object

Description: Player opens inventory. Systems displays player's character information and objects in inventory.

Use Case: Use key

Actors: Player, Object

Description. Player use key on locked object. System unlocks locked object.

Use Case: Open chest

Actors: Player, Object

Description: Player opens chest object. System displays content of chest.

Use Case: Open doors

Actors: Player, Object

Description: Player opens door object. System reveals path to new room.

Use Case: Merchant Interaction

Actors: Player, NPC, Object

Description: Player interact with merchant NPC. System displays objects merchant's inventory .

Use Case: Buy items

Actors: Player, NPC, Object

Description: Player buy object from merchant inventory. System registers transaction. System updates player's and merchant's inventory.

Use Case: Sell items

Actors: Player, NPC, Object

Description: Player sell object to merchant inventory. System registers transaction. System updates player's and merchant's inventory.

Use Case: Equip Item

Actors: Player, Object

Description: Player equip object from inventory. System updates character information.