Use Case Overview for System Finding Trump

Assignment in the course PA1435 Object Oriented Design

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Author Name	Social Security#	Thinking	Writing
Emil Wahl	880729-0351	17%	17%
Fredrik Carlsson	961206-0070	17%	17%
Daniel Cheh	941231-1772	17%	17%
Aksel Grahn	940311-0159	17%	17%
Sebastian Vusak	960406-1110	17%	17%
Gustav Björk	960223-4131	17%	17%

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
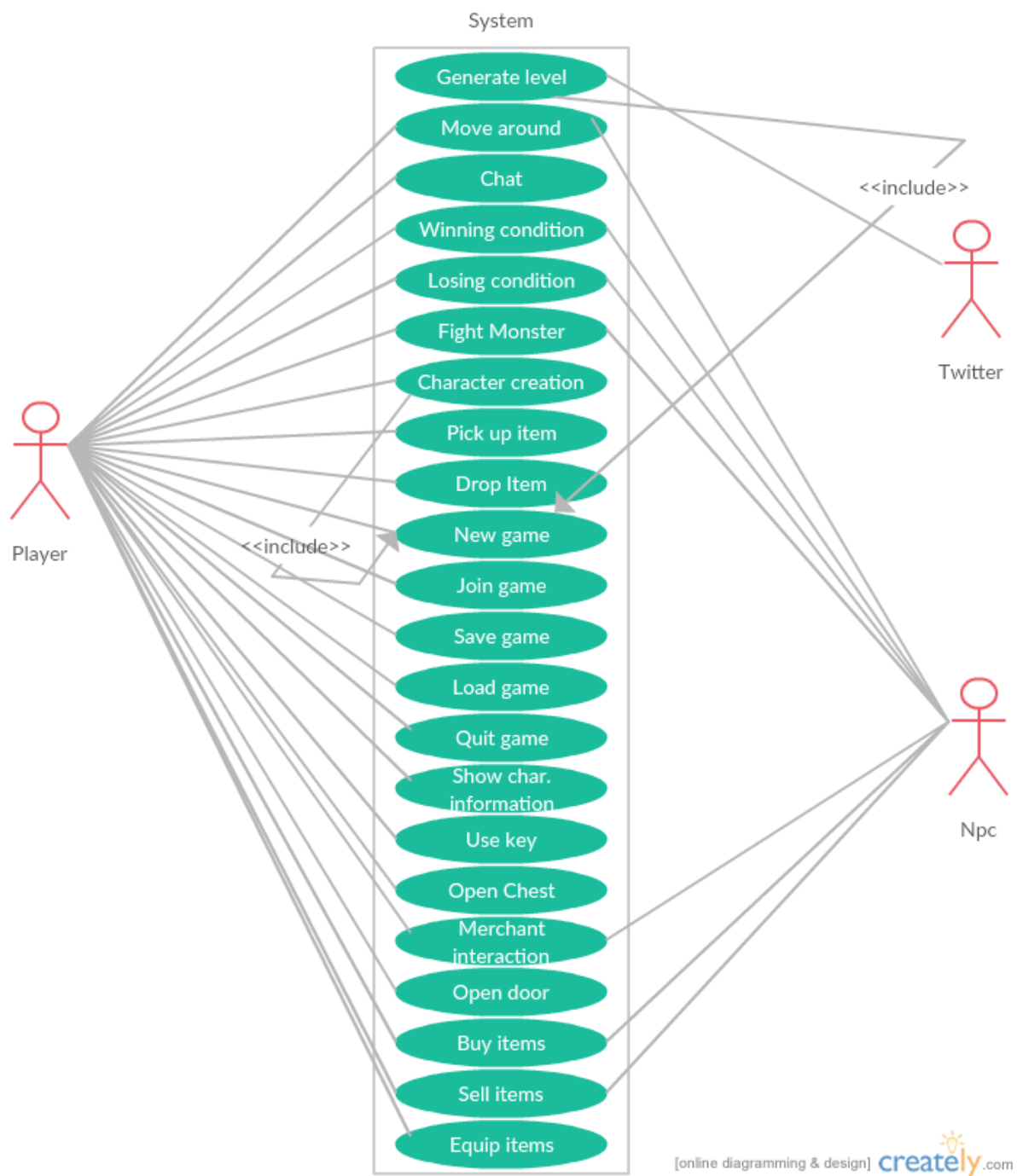
Description of Actors

Player: A person that plays the game.
Non-Player Character (NPC): A character controlled by the system, either a merchant or monster.
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
Description: Players find a specific object that ends the game. System display message for victory.

Use Case: Losing conditions
Actors: Player
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 and updates character information.

Use Case: Pick up item
Actors: Player
Descrip: Players pick up object. System registers and updates level and players' inventory.

Use Case: Drop item
Actors: Player
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
Description: Player opens inventory. Systems displays player's character information and objects in inventory.

Use Case: Use key
Actors: Player
Description. Player use key on locked object. System unlocks locked object.

Use Case: Open chest
Actors: Player
Description: Player opens chest object. System displays content of chest.

Use Case: Open door
Actors: Player,
Description: Player opens door object. System reveals path to new room.

Use Case: Merchant Interaction
Actors: Player, NPC,
Description: Player interact with merchant NPC. System displays objects merchant's inventory.

Use Case: Buy item
Actors: Player, NPC,

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

Use Case: Sell item
Actors: Player, NPC,
Description: Player sell object to merchant inventory. System registers transaction. System updates player's and merchant's inventory.

Use Case: Equip Item
Actors: Player,
Description: Player equip object from inventory. System updates character information.