

# 3-Week Roll Call: List of Use Cases

Assignment in the course PA1415 Software Design

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## System Description

The goal of the system is to create a Nethack clone that uses the Twitter API to generate the game's map. Furthermore the game shall contain a form of multiplayer. Generated maps shall be able to be saved and loaded for later continuity.

## Use Case List

List is sorted by priority, from high to low.

### 1. Use Case: Start new game

**Actors:** Player

**Description:**

A player requests to start a new game.

The system creates a new game.

### 2. Use Case: Join existing game

**Actors:** Player

**Description:**

A player requests to join an already existing game.

The system establishes a connection between the existing game and the player.

**3. Use Case:** Save game

**Actors:** Player

**Description:**

A player requests to save the current progression of an existing game.

The system creates a save file in one of the directories in the game folder.

**4. Use Case:** Load game

**Actors:** Player

**Description:**

A player requests to load the progression of a previously saved game.

The system reads the save file and recreates the saved game.

**5. Use Case:** Player movement

**Actors:** Player

**Description:**

A player want to be able to move around in the caves of Nethack.

**6. Use Case:** Create character

**Actors:** Player

**Description:**

A player wants to create its own character. The player wants to choose from a class and set attributes. The player wants to give its character a name.

The system will create a class entity after player instructions.

**7. Use Case:** Pick up items

**Actors:** Player

**Description:**

A player wants to pick up items.

The system will add the item to the player inventory.

**8. Use Case:** Open inventory

**Actors:** Player

**Description:**

A player requests its inventory content to be shown.

The system prompts a message giving information about the player inventory.

**9. Use Case:** Use item

**Actors:** Player

**Description:**

A player gives the command to use its selected item.

The system will prompt a message regarding the consequences of the players action.

**10. Use Case:** Enter room

**Actors:** Player

**Description:**

A player gives the command to enter a room.

The system will prompt a message regarding the consequences of the players action.

**11. Use Case:** Open dialogue with entities

**Actors:** Player, Entity

**Description:**

A player starts a dialogue with an entity.

The player can then select what to say.

**12. Use Case:** Engage combat with entities

**Actors:** Player, Entity

**Description:**

A player initiates combat with an entity.

**13. Use Case:** Show event log

**Actors:** Player

**Description:**

A player presses the button to open the event log.

The event log opens to show the events up to this point.

**14. Use Case:** Show help

**Actors:** Player

**Description:**

A player enters the command to show the help menu.

The help menu opens to show all the usable commands.

**15. Use Case:** Drop/Discard item

**Actors:** Player

**Description:**

A player selects an item to discard.

The item is then discarded.