

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 wants 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.

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 request to be shown its inventory. 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.