Use Case Overview for System TwitterNethack

Assignment in the course PA1415 Software Design

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Authors and Authors contribution

| Author Name	Social Security Number	Thinking	Writing
Max Tlatlik	19940813-XXXX	~3,5 h	~3 h
Samuel Sarin Drysén	19950113-XXXX	~0.5h	~0.5h
Fredrik Olsson	19910114-XXXX	~0.5h	-

System Description

The goal of this system is to create a game based on the idea of the game Nethack. The system shall adopt the rules of the original Nethack to keep its flare.

The most interesting feature for the system is the map generation where the maps can be generated with the Twitter API. The map generation can also work offline without the usage of the Twitter API.

The system also includes multiplayer support. User are able to access games online via the internet or offline via a LAN.

Use Case Diagram
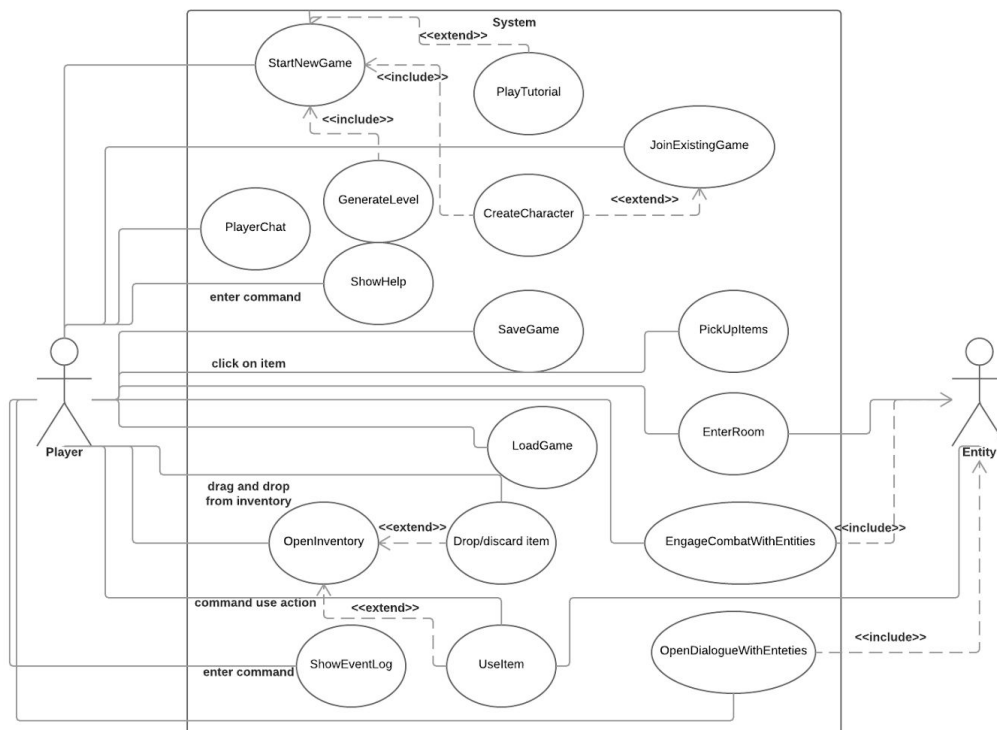
Description of Actors

Entity - Non player characters. The creatures of NetHack.

Player - The person that interacts with the system.

High-Level Use Cases

Use Case: Start new game

Actors: Player

Description:

        A player requests to start a new game.

            The system creates a new game.

Concerned User Stories: IdE1s1, IdE2, IdE1s3, IdE1s4, IdE1s5

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.

Concerned User Stories: IdE3s1, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE4

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.

Concerned User Stories: IdE1s2, IdE1s3, IdE1s4, IdE3s1

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.

Concerned User Stories: IdE1s1, IdE1s4, IdE7

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.

Concerned User Stories: IdE6, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE6, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE6, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE6, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE5, IdE1s3, IdE1s4

Use Case: Engage combat with entities

Actors: Player, Entity

Description:

A player initiates combat with an entity.

The entity reacts to the players action.

Concerned User Stories: IdE5, IdE1s3, IdE1s4

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.

Concerned User Stories: IdE1s7

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.

Concerned User Stories: IdE1s8

Use Case: Drop/Discard item

Actors: Player

Description:

A player selects an item to discard.

The item is then discarded.

Concerned User Stories: IdE6, IdE1s4

Use Case: Generate Level

Actors: null

Description:

The system generates a level when the player starts a new game.

The system generates a new level when the player finishes a level.

Concerned User Stories: IdE1s3, IdE1s4, IdE1s6, IdE2, IdE2s1, IdE2s2, IdE2s3

Use Case: Player Chat

Actors: Player

Description:

A player presses the button to open the chat window and enters what to say.

The system displays the message in the chat box.

Concerned User Stories: IdE3s2, IdE3s3, IdE3s4, IdE3s5, IdE5

Use Case: Play Tutorial

Actors: Player

Description:

A player starts the game and is presented with a choice to take the tutorial or not.

The system initiates the tutorial if the player chose to do it.

The system loads the game without tutorial if the player chose not to do it.

Concerned User Stories: IdE1s5, IdE1s3, IdE1s4

References

C. Larman, Applying UML and Patterns, 3rd Edition, Chapters:

6. Use Cases