



# Use Case Overview for System TwitterNethack

Assignment in the course PA1415 Software Design

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## Authors and Authors contribution

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## System Description

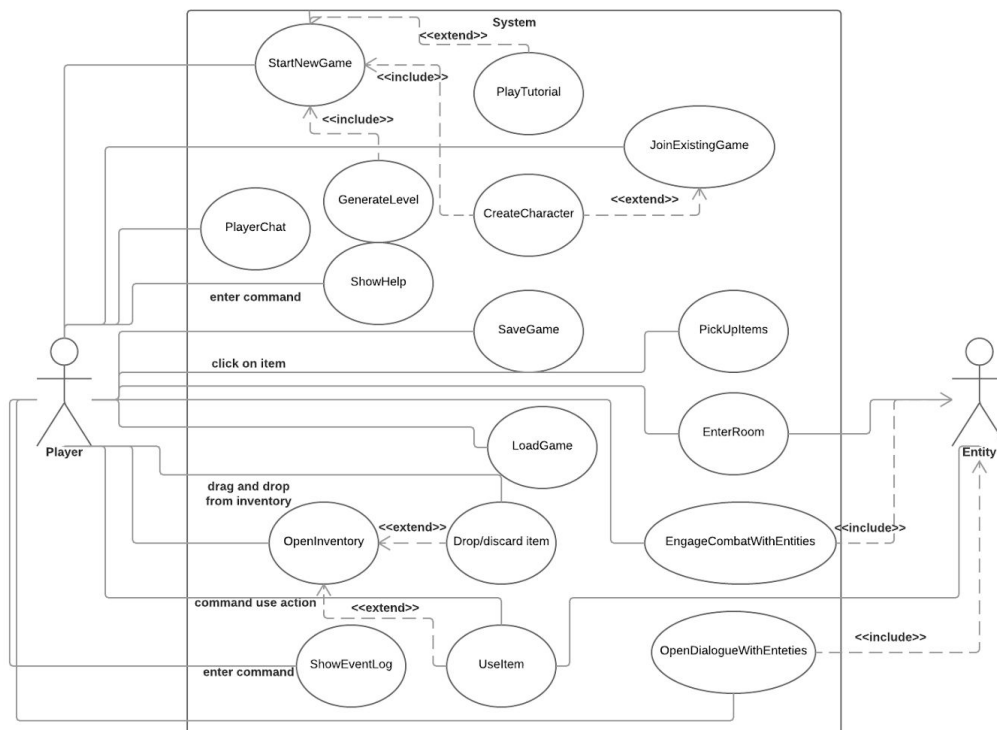
The goal of this system is to create a game based on the idea of the game Nethack. The system shall adopt the rules of the original Nethack to keep its flare.

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

Max Tlatlik | April 22, 2017



## 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