



System Sequence Diagrams

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.

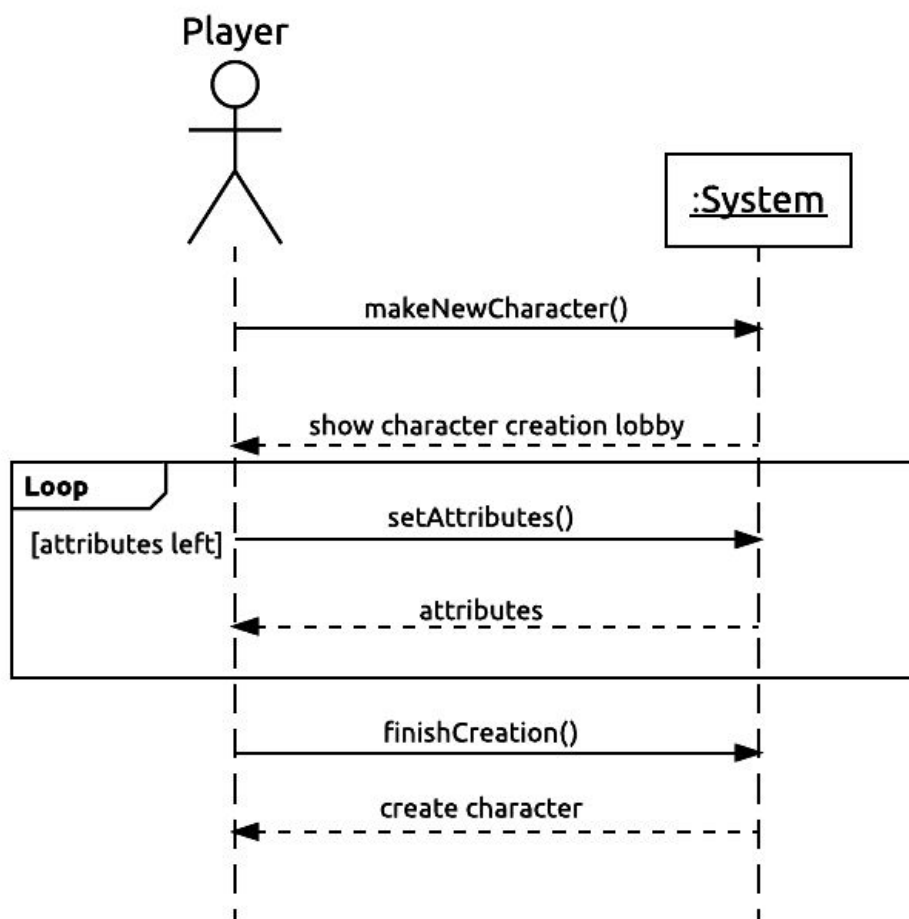
The most interesting feature for the system is the map generation where the maps can be generated with the Twitter API. The map generation can also work offline without the usage of the Twitter API.

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

System Sequence Diagrams

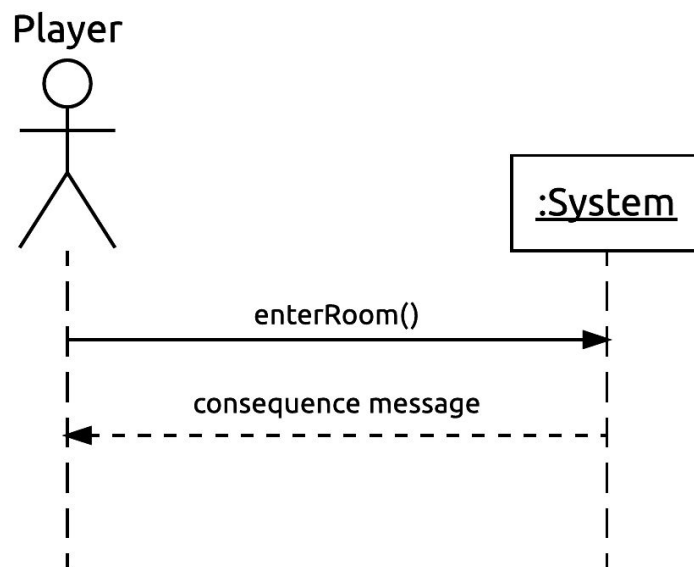
System Sequence Diagram for Use Case: Create character

System Sequence Diagram: Player creates a character



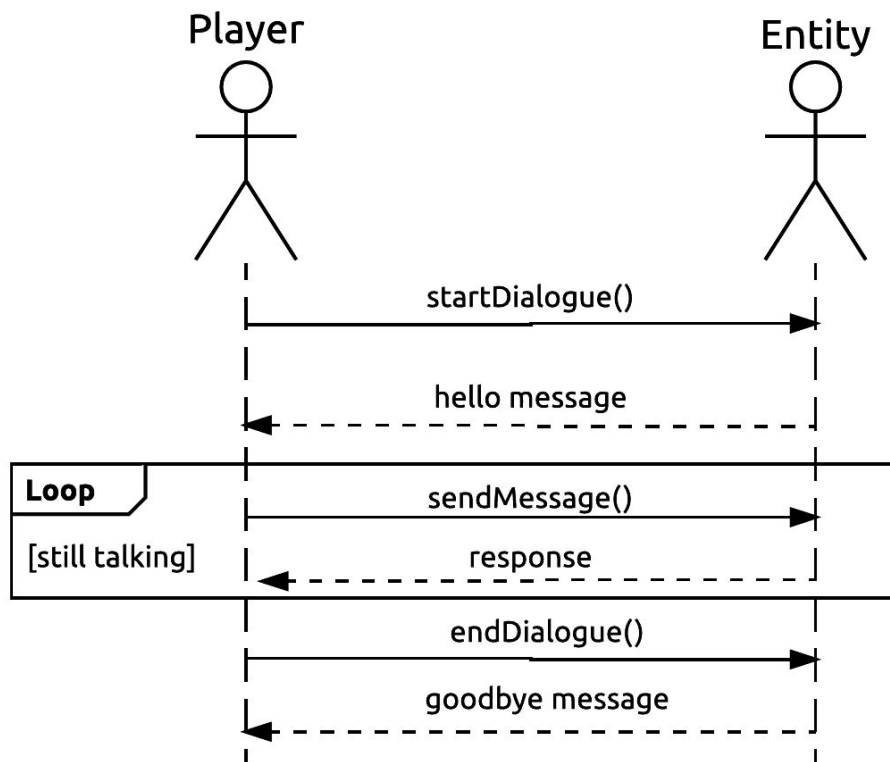
System Sequence Diagram for Use Case: Enter room

System Sequence Diagram: Player enters a room



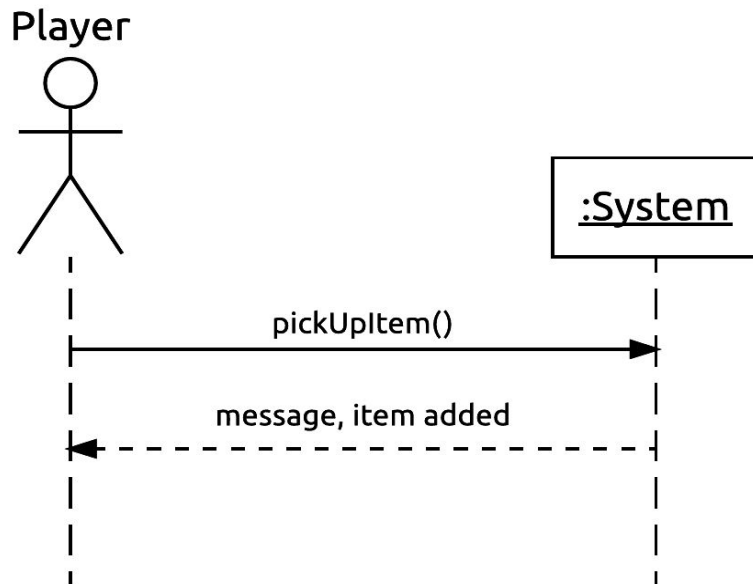
System Sequence Diagram for Use Case: Open dialogue with entities

System Sequence Diagram: Player talks to an entity



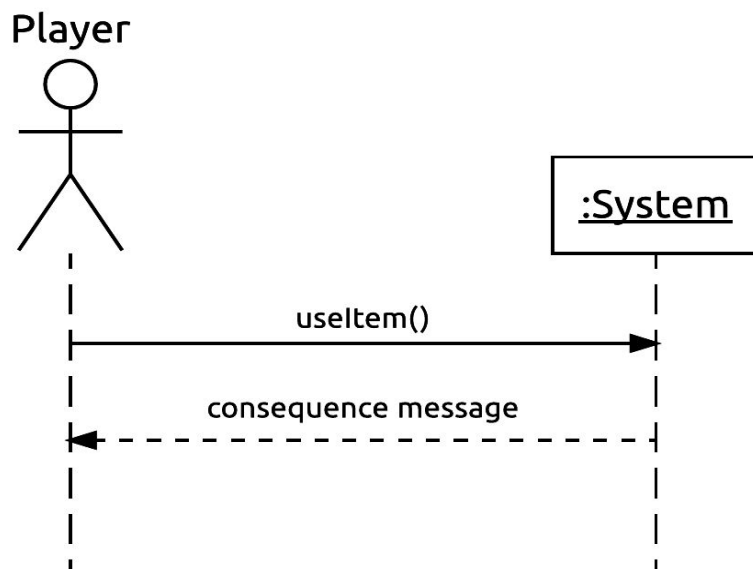
System Sequence Diagram for Use Case: Pick up items

System Sequence Diagram: Player picks up an item



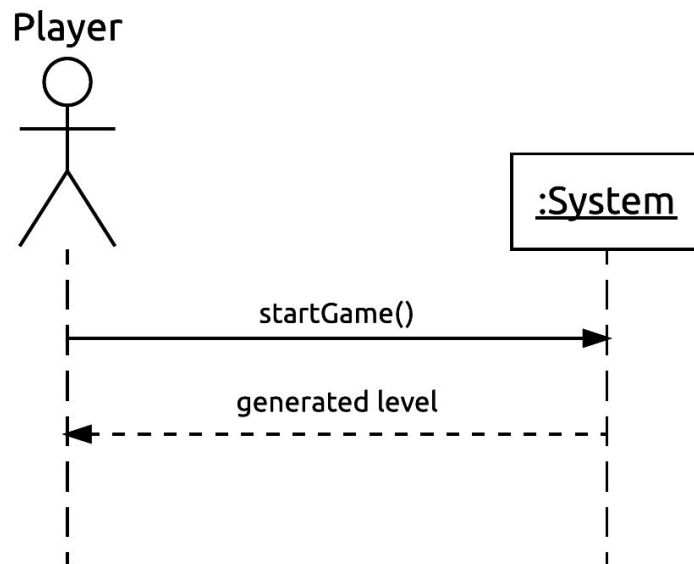
System Sequence Diagram for Use Case: Use item

System Sequence Diagram: Player uses an item



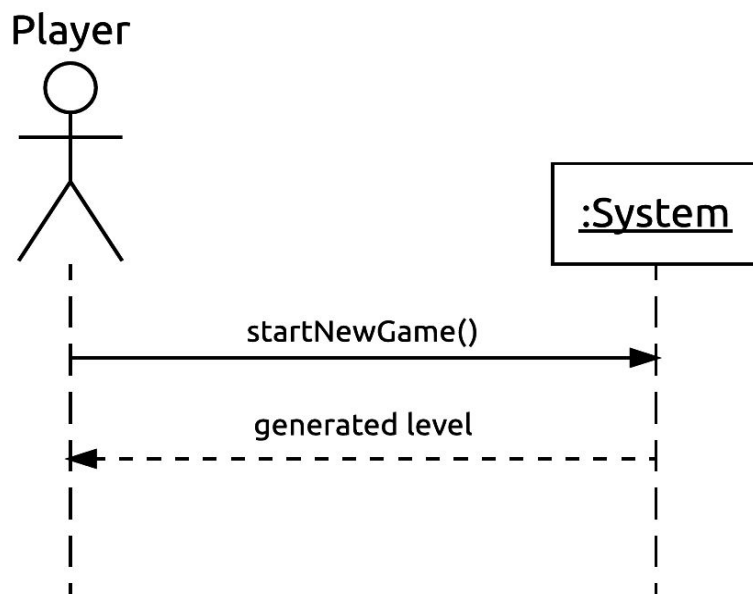
System Sequence Diagram for Use Case: Generate level

System Sequence Diagram: Player starts playing the game



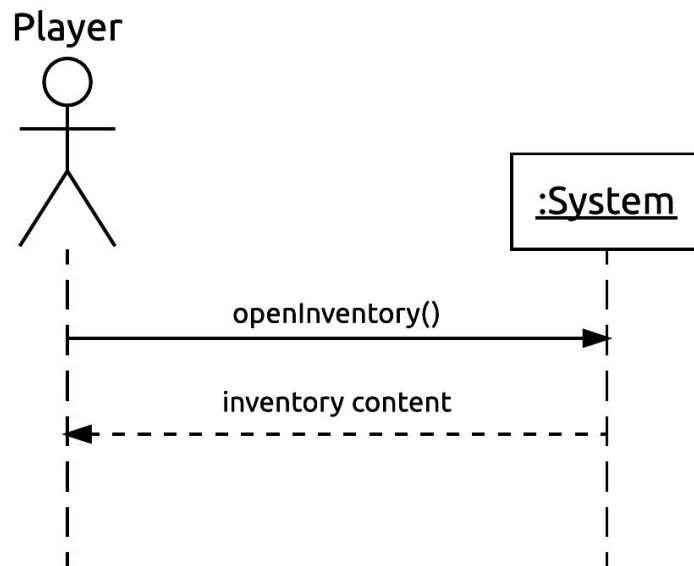
System Sequence Diagram for Use Case: Start new game

System Sequence Diagram: Player starts a new game



System Sequence Diagram for Use Case: Open inventory

System Sequence Diagram: Player opens the inventory



System Sequence Diagram for Use Case: Join existing game

System Sequence Diagram: Player joins an existing game

