OOSE 2014 PROJECT -

Development of a computer system for a Minecraft Game System.

QUESTION1:

Identify the actors

ANSWER1:

The actors are children of 5 years or older

QUESTION2:

Construct a Use Case Model

ANSWER2:

Minecraft operations:

Breaking and placing blocks

Composed of cubes arranged in a fixed grid pattern and represents materials like: dirt, stone, metal, water and tree trunks

Players can move freely around

Objects can only be placed at fixed locations relative to the grid

Players gather blocks and place them elsewhere

Thus creating other various constructions

2 game modes: survival and creative

It also has a changeable difficulty system of four levels; the easiest difficulty (peaceful) removes any hostile creatures that spawn

At the start of each game the player on the surface of a virtually infinite game world

The world is divided into biomes – ranging from deserts, jungles and snowfields

Day and night cycle lasting 20 minutes

Non-player characters called mobs

Non-hostile animals can be hunted for food and crafting materials