

The Learning Triangle

Use Case Specification: set game rules

Version <1.0>

Date	Version	Description	Author
31.10.2016	1.0	First set up	LearningTriangleTeam

1. Set game rules

1.1 Brief Description

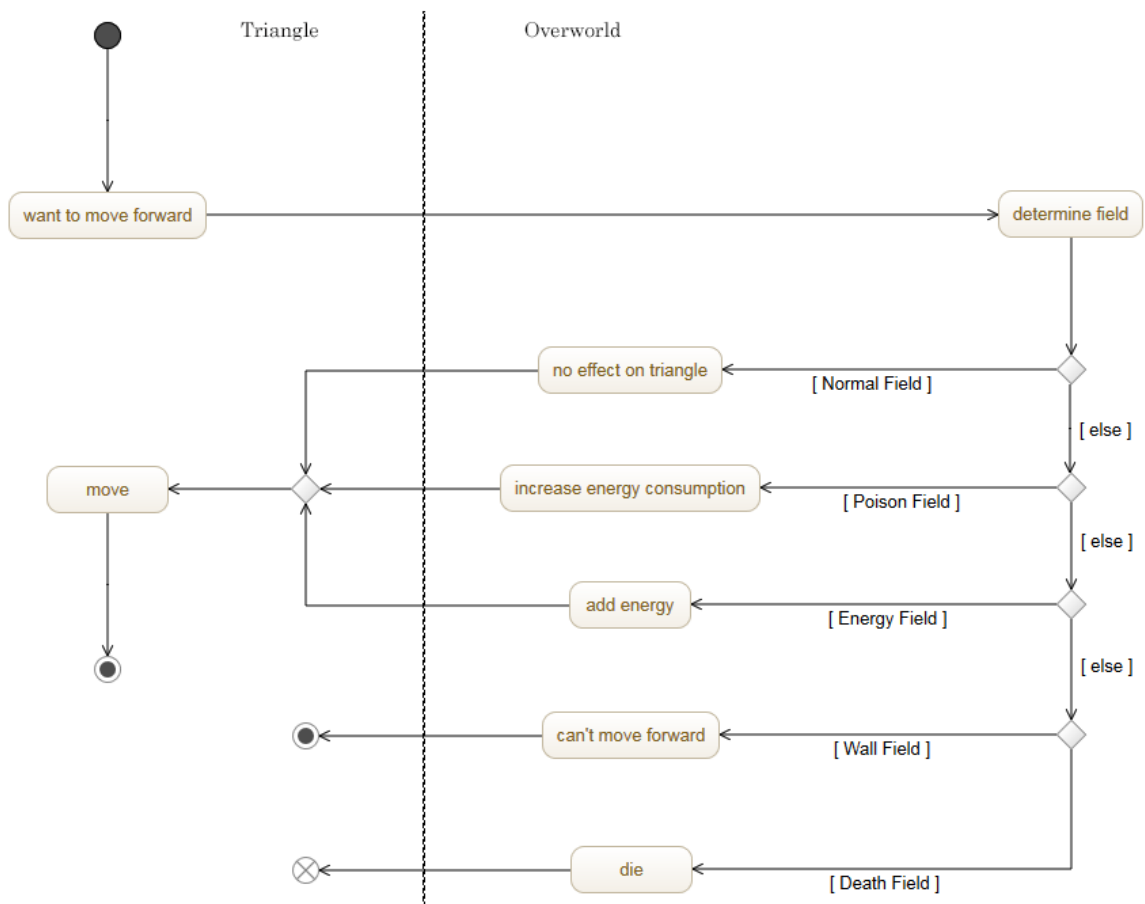
The game rules should specify how creatures in the world are interact with their environment. There are some specific fields that have a strong impact on creatures behavior and stats.

You can look at the specific fields in the [Software Requirement Specification](#) at “Generation of different Overworlds using seeds.”

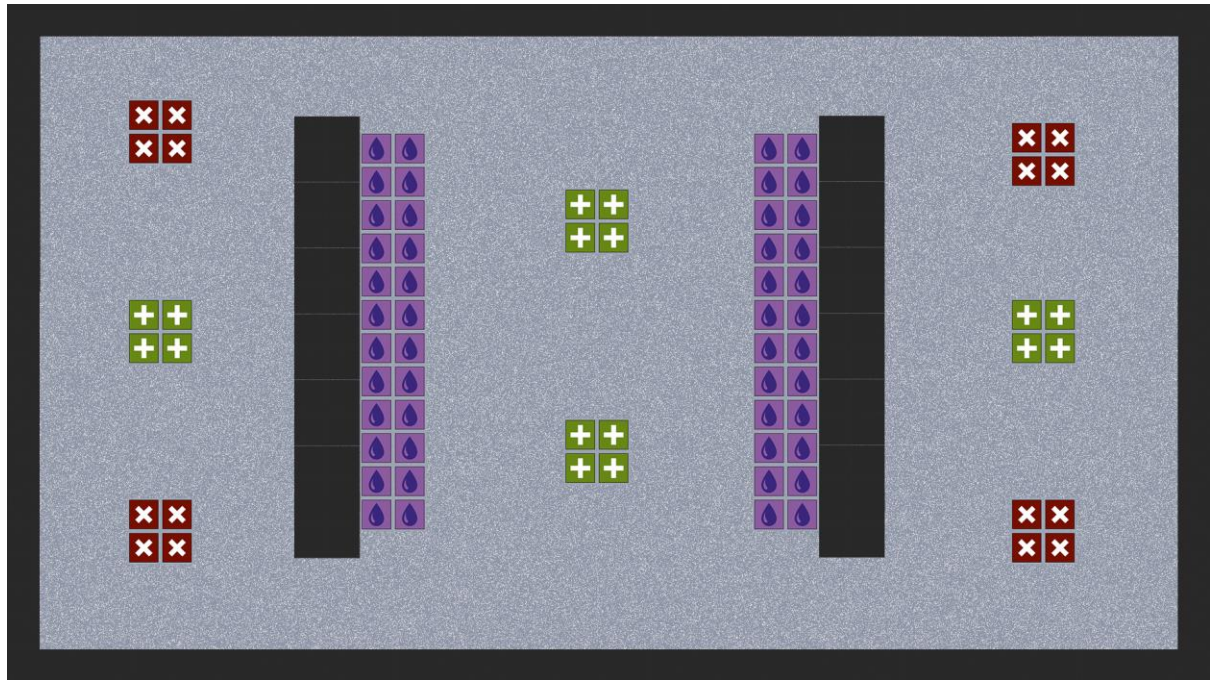
2. Flow of Events

2.1 Basic Flow

Activity diagram:



Mockup:



This picture shows a possible game map and isn't final. Also our world will be randomly generated, so you can't show a "final" version. The following list shows the different fields in our world.



→ **Normal field**, nothing happens to the triangle



→ **Energy field**, increases the energy



→ **Death field**, kills the triangle



→ **Poison field**, increases the energy consumption



→ **Wall field**, the triangle can't move over this field

3. Special Requirements

n/a

4. Preconditions

One important thing is the start of the game. Also triangles have to exist in the world. After that the AI must be possible to control the game.

5. Postconditions

After one move, different things could happen to the triangle. Several effects could influence the triangle now, depending on the field. That can lead into the death of the triangle. While the triangle is living, the next move can be started.

6. Extension Points

n/a