

The Learning Triangle

Use Case Specification: create world

Version <1.0>

Date	Version	Description	Author
31.10.2016	1.0	First set up	LearningTriangleTeam

1. Create World

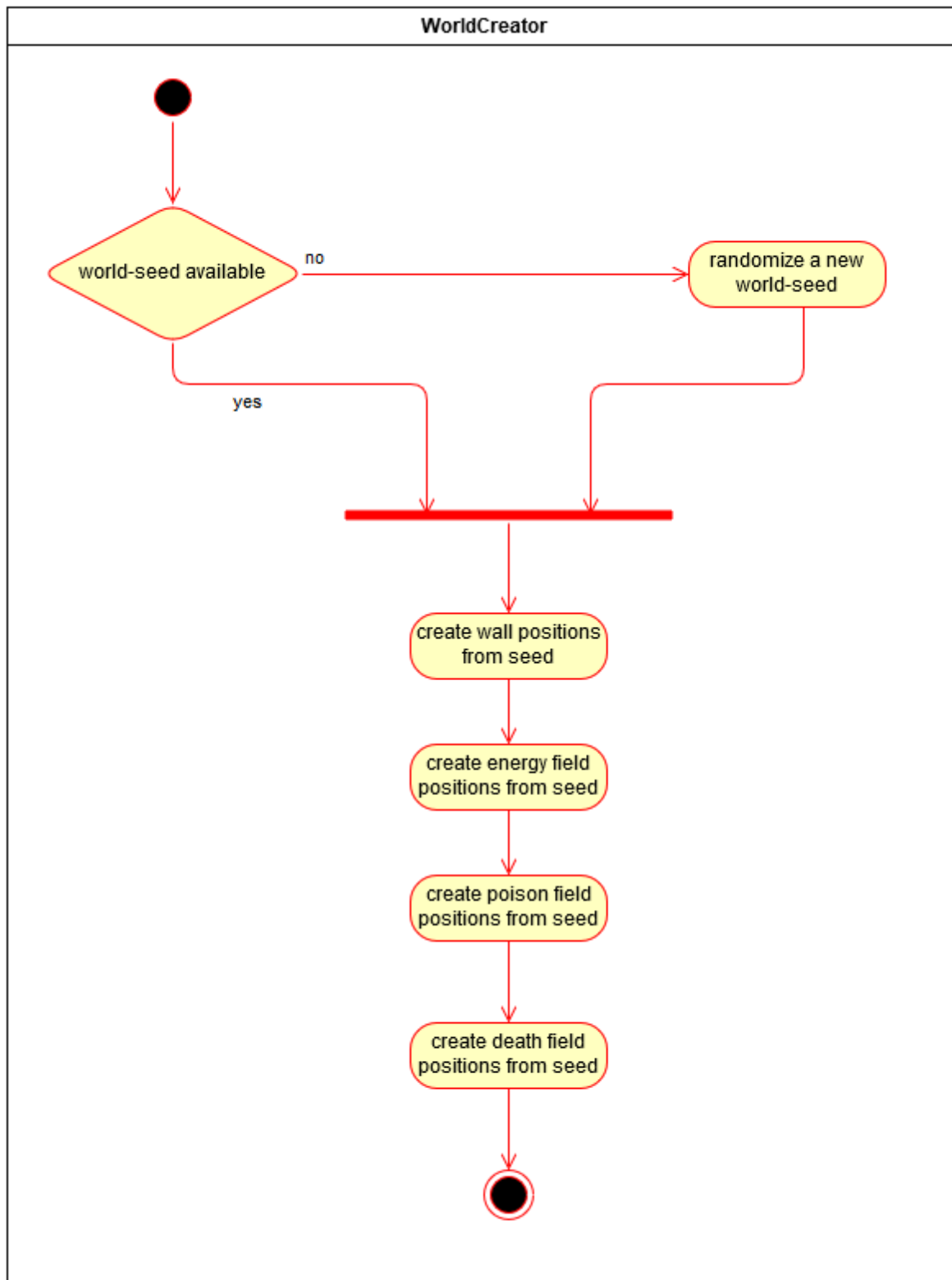
1.1 Brief Description

The overworld of the game will be randomized to guarantee a new map everytime. The reason for this is that the AI should not learn how to maximize the score on ONE special map. The AI should be able to survive on every map. Every world also creates a seed which can be used to reproduce this special world.

2. Flow of Events

2.1 Basic Flow

Activity diagram:



Mockup:

This Use-Case is algorithm-based and does not need an UI element. There is no mock-up.

Feature File:

Feature: Create World

In order to create the World

As a WorldCreator

I want to use a seed to place every element of the world on it's position

Scenario: Use a seed

Given the world shall be created

When the seed is set

Then use this seed instead of a randomized one

Scenario: Create a seed

Given the world shall be created

When the seed is not set

Then create a new randomized seed after the preconditions

Scenario: Add the fields

Given the seed is available

Then add the fields through the informations from the seed

3. Special Requirements

n/a

4. Preconditions

One important thing is the start of the application.

5. Postconditions

After the world is created, triangles can be added and the game can start.

6. Extension Points

n/a