

# The Learning Triangle

Use Case Specification: triangle rules

Version <1.0>

Date	Version	Description	Author
25.04.2017	1.0	First set up	LearningTriangleTeam

## 1. Set triangle rules

### 1.1 Brief Description

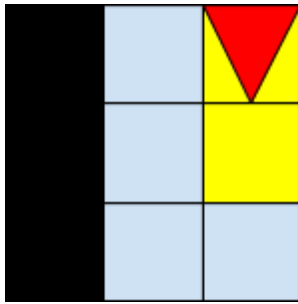
Every triangle has stats and values like energy, field of view or size. This Use Case describes the different rules about these values and how they are used.

## 2. Flow of Events

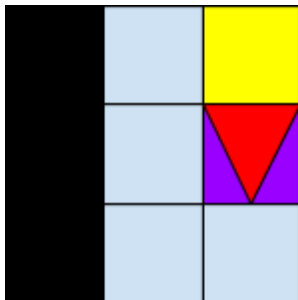
### 2.1 Basic Flow

Activity diagram:

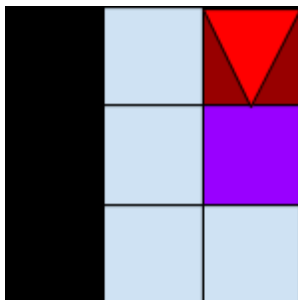
Mockup:



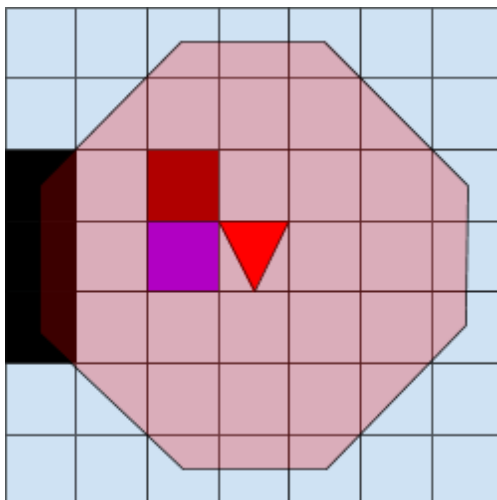
If a triangle moves on an “energy field” it will gain “energy”. The amount of energy a triangle has is defined as a integer number. If a triangle steps on an “energy field” the amount of energy increases by a fixed amount.



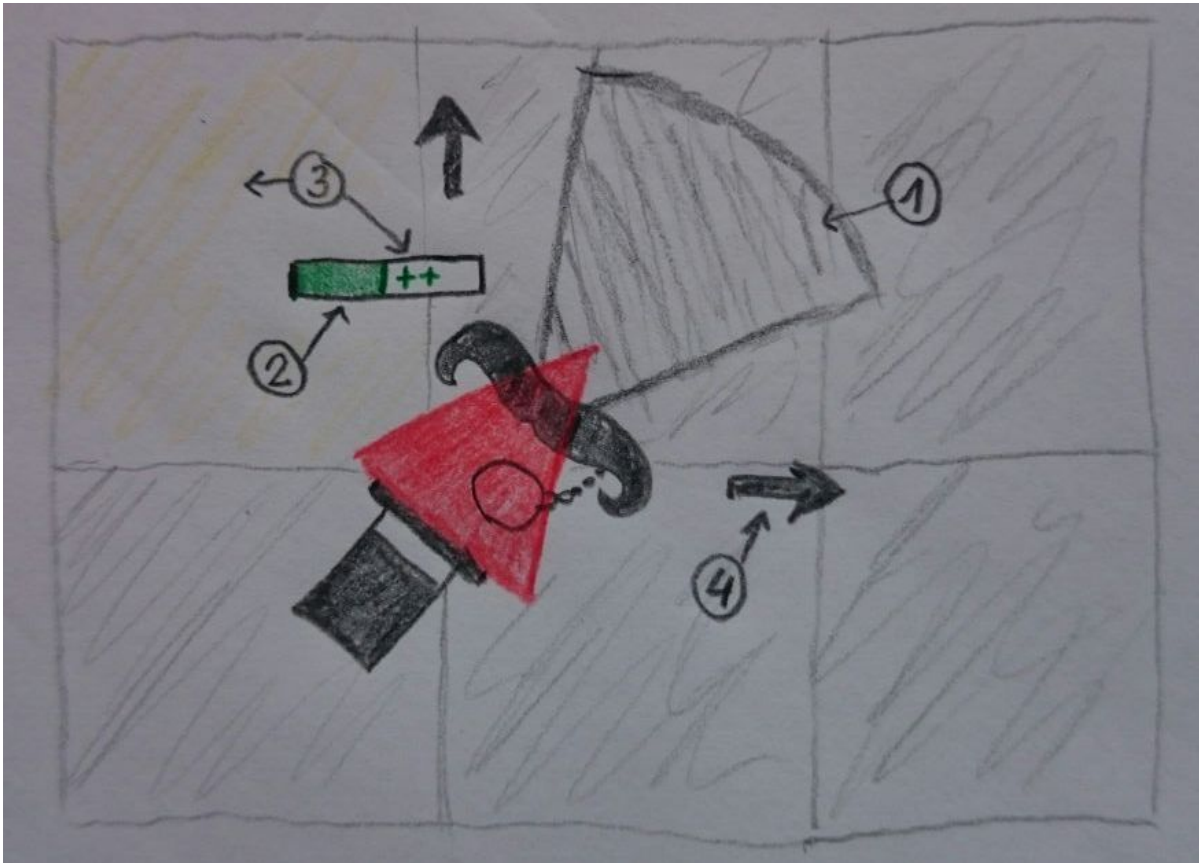
If a triangle moves on a “poisson field” the energy consumption of this specific triangle will be increased for a certain number of turns.



If a triangle moves on a “death field” the triangle loses all of it’s energy. Therefore it will die in the next round.



This picture represents the field of view of a triangle. all fields that have contact to the red area around the triangle is considered to be in the field of view of the triangle. The field of view has a static size and its center point is the triangle itself.



This is a first hand-drawn mock-up. It will be replaced soon.

- 1) field of view
- 2) energy
- 3) ins influenced from field
- 4) can move in any direction

Feature File:

### 3. Special Requirements

Nothing special here.

### 4. Preconditions

Triangles have to live and should be able to move around. That means that the world must be created.

## **5. Postconditions**

The game is over. Every triangle is dead, or the player ended the game.

## **6. Extension Points**

n/a



