The Learning Triangle

Use Case Specification: set field rules

Version <1.2>

Date	Version	Description	Author
31.10.2016	1.0	First set up	LearningTriangleTeam
14.11.1016	1.1	Added Feature File	LearningTriangleTeam
27.11.2016	1.2	Changed Activity Diagram	LearningTriangleTeam

1. Set field rules

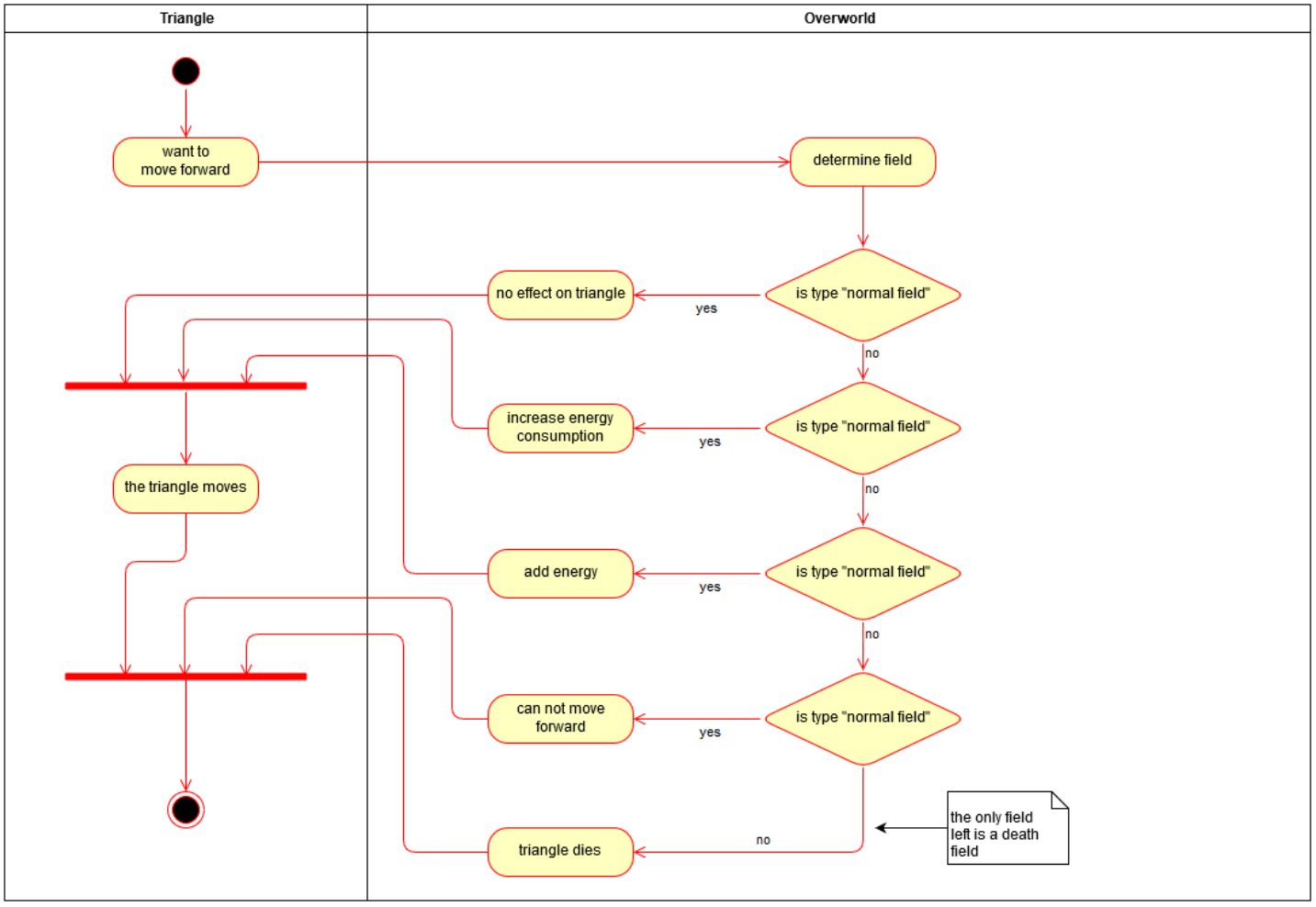
1.1 Brief Description

The field 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.

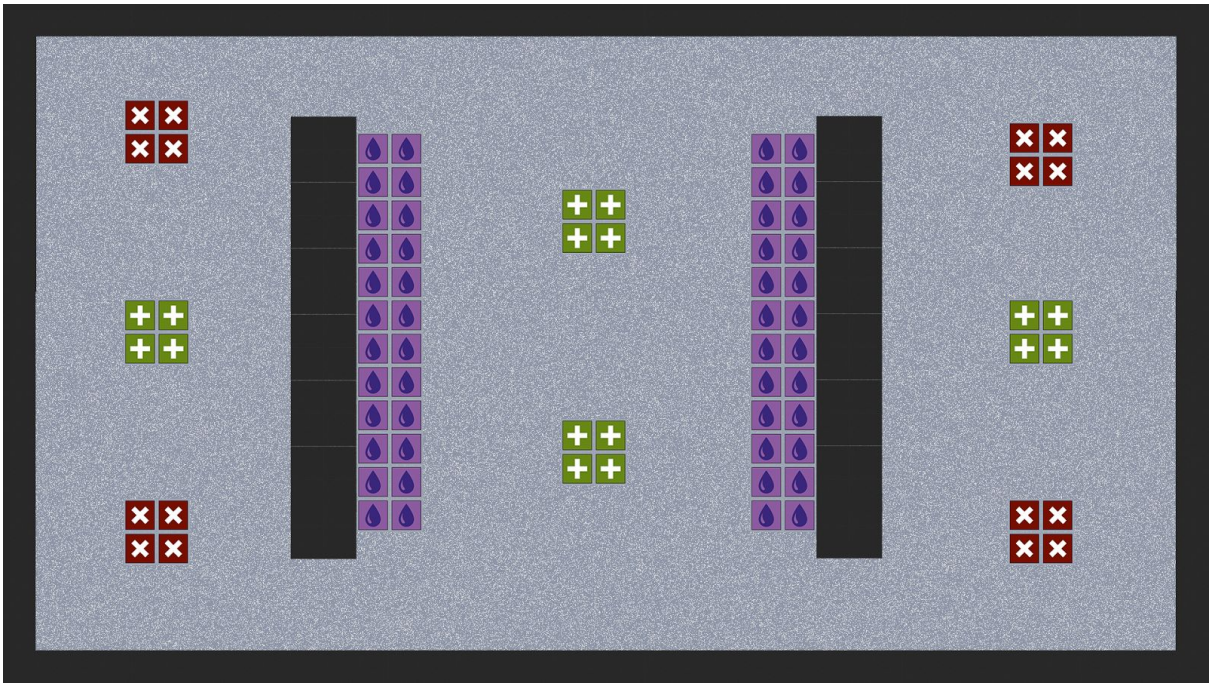
2. Flow of Events

2.1 Basic Flow

Activity diagram:


Triangle
Overworld
want to move forward
determine field
is type "normal field"
yes
no effect on triangle
no
is type "normal field"
yes
increase energy consumption
no
is type "normal field"
yes
add energy
no
is type "normal field"
yes
can not move forward
no
triangle dies
the only field left is a death field
the triangle moves

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

Feature File:

```
Feature: Game rules
	In order to set the game rules
As a triangle
I want to define the events for the different types of fields in the overworld

Scenario: Normal Field
	Given I want to move in any direction
	When I would move on a normal field
	Then I move forward

Scenario: Poison Field
	Given I want to move in any direction
	When I would move on a poison field
	Then I move forward
	And my energy consumption becomes higher

Scenario: Energy Field
	Given I want to move in any direction
	When I would move on an energy field
	Then I move forward
	And my energy becomes higher

Scenario: Wall Field
	Given I want to move in any direction
	When I would move on a poison field
	Then I don't move forward

Scenario: Death Field
	Given I want to move in any direction
	When I would move on a death field
	Then I don't move forward
	And I die
```

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