The Learning Triangle

Use Case Specification: create world

Version <1.0>

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| **Date** | **Version** | **Description** | **Author** |
| 31.10.2016 | 1.0 | First set up | LearningTriangleTeam |
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# **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:

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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**