

Use case document

Collection of various use cases

Document containing various use cases for the project

Use case: Start game

Summary: A user can start a game which removes main menu and displays the world (space) in which he can control his spaceship. UC Host and UC Join game extends this UC.

Priority: High

Extends: -

Includes: -

Participators: -

Normal flow of events

Game world is loaded

	Actor	System
1	Clicks button which loads game world	
2		Load game world
3		Display game world

Use case: Host

Summary: This is how the user host a game for others to join. Top alternative in main menu which is shown on application startup.

Priority: High

Extends: Start game

Includes: -

Participator: User

Normal flow of events

User hosts a game

	Actor	System
1	Clicks the host button	
2		Stop displaying menu
3		Start game-loop

Use case: Join

Summary: This is how an user connects to an already hosted game. Alternative in main menu which is shown on application startup.

Priority: Medium

Extends: -

Includes: -

Participators: User

Normal flow of events

User is prompted for IP to host

	Actor	System
1	Clicks the Join button	
2		Stop displaying menu
3		Prompts for IP to host

Use case: Join game

Summary: Preceded by UC Join. When IP to host is entered and join game button is pressed, user will join the game.

Priority: Medium

Extends: Start game

Includes: Join

Participators: User

Normal flow of events:

User joins the host

	Actor	System
1	Clicks the join game button	
2		Connect to host
3		Display game world from host
4.		Spawn ship on next round

Use Case: Exit

Summary: On selecting exit alternative in main menu

Priority: High

Extends: -

Includes: -

Participator: User

Normal flow of events

Application is closed

	Actor	System
1	Clicks the Exit button	
2		Application is closed

Use Case: Move ship

Summary: When user presses any of the thruster keys the ship will activate corresponding thruster and move accordingly to laws of physics.

Priority: High

Extends: -

Includes: UC Start game

Participators: Player

Normal flow of events

Player ship moves

	Actor	System
1	Clicks any thruster key	
2		Move ship according to thruster

Use Case: Shoot

Summary: On pressing the shoot button in game

Priority: High

Extends: -

Includes: -

Participator: User

Normal flow of events

Projectiles fires from the ship, in the proper direction.

	Actor	System
1	Presses shoot button	
2		Ship fires shots.