

## Use Case Specifications

Use Case Description: Allows for a User to start the application and a user interface pops up. The user then inputs their character name into the box that asks for it. The user then picks a character class to use for the duration of the session. The User enters the main part of the application and completes battles. Once the character dies, the application ends.

Use Case Name: Gameplay

Actors: Game User, AdventureSim

Triggers: Game User wants to play the game

Preconditions: Game is fully operational with no game breaking bugs

Post conditions: User plays through experience and ends with in game death

Normal Flow:

1. Game User opens AdventureSim Application
2. User Interface opens for application
3. Game User inputs character name in text box and submits
4. Game User picks character class and submits
5. AdventureSim starts the first battle
6. Game User chooses to either attack or display stats
7. Game User and NPC fight back and forth till one is defeated
  - a. Game User defeated and application ends
8. Game User defeats NPC and advances to next fight, gaining experience
9. Game User levels up after gaining a certain amount of experience
  - a. Stats increase and enemies get increasingly harder
10. Game User continues to fight battles and increasingly more difficult enemies
11. Game User defeated and application ends