

BANG! Use Case Specifications

Use Case Name: Start

Actors:

Any user

Triggers:

The user wants to start a game of Bang!

Preconditions:

The program is operational.

Post Conditions:

The user has started a game and the game has been set-up.

Normal Flow:

1. The user starts the program.
2. The Game prompts for the number of players.
3. The user inputs the number of players.
4. The game assigns roles and characters based on the number of players
5. The game displays the information to the user through the GUI.
6. The game selects the player with the sheriff role for the first turn.
7. Use case ends

Use Case Name: Take turn

Actors:

Active player

Triggers:

The player becomes the active player.

Preconditions:

The player has HP left.

Post Conditions:

The user has taken and ended their turn.

Normal Flow:

1. The game selects a player as the active player.
2. The player begins their turn by rolling the dice.
3. The player can choose to re-roll the dice.
4. The player ends their turn.

Alternate Flow:

3A 1.The player rolls three dynamite.

3A 2.The player is forced to end their turn.

Use Case Name: Choose target

Actors:

Any player

Triggers:

The player ends their turn

Preconditions:

The player has rolled a 'Beer'.

the player has rolled a 'Bull's Eye'.

Post Conditions:

The player deals damage or heals the target.

Normal Flow:

1. The ends their turn.
2. The game determines dice result
3. The game asks the user which player they want to target.
4. The player selects the target.
5. The game resolves the decision.