

Use Case: InteractWithHuman

Summary: The player interacts with people around campus.

Priority: High

Extends: -

Includes: CatchMascot, Move

Participants: The player and the application

Normal flow of events:

Talk to human, the player walks up to human and chooses if the player wants to talk to the human, ask which programme the human studies, ask for a clue where the mascot for the programme could be or to quit the conversation. The player can then choose to ask more or to exit the conversation.

If “clue where mascot can be” is chosen and then having enough information.

	Actor	System
1	Walks up to human	
2	Choose the “clue where mascot is” from the alternatives.	
3		Talk bubble with information.
4	Chooses “exit” option from the alternatives.	
5		Talk bubble closes

Alternate flows:

2.1 If “clue where mascot can be” is chosen

	Actor	System
2.1.1	Choose the “information about programme” alternative.	
2.1.2		Talk bubble with information.

2.2 If option “talk” is chosen

	Actor	System
2.2.1	Choose the “talk” alternative.	
2.2.2		Talk bubble with information.

2.3 If choosing to quit the conversation.

	Actor	System
2.3.1	Choose the “cancel” alternative.	
2.3.2		Talk bubble with goodbye message is shown temporarily.

4.1 The player wants more information.

	Actor	System
4.1.1	Choose the “more information” option	
4.1.2		Talk bubble with the initial options is displayed

Exceptional flow

There is no exceptional flow.