

The Dwarven Miners' Guild


Presents




A post apocalyptic, turn-based RPG game





UI




Jimmy

Health 


Stamina 

Hunger 

AR-15 Ammo 22/30


Durability 

Leather Armor



-- Using two handed weapon --

Ceramic Plate



Jimmy uses burst fire on mutant leader, x2 hits, 10HP, 13HP

mutant slinger missed Jimmy

mutant slinger hits Jimmy for 2 HP

--Next Turn--

movement detected 2 tiles east

select next action..



?

Use Case Diagram

Use case shape key

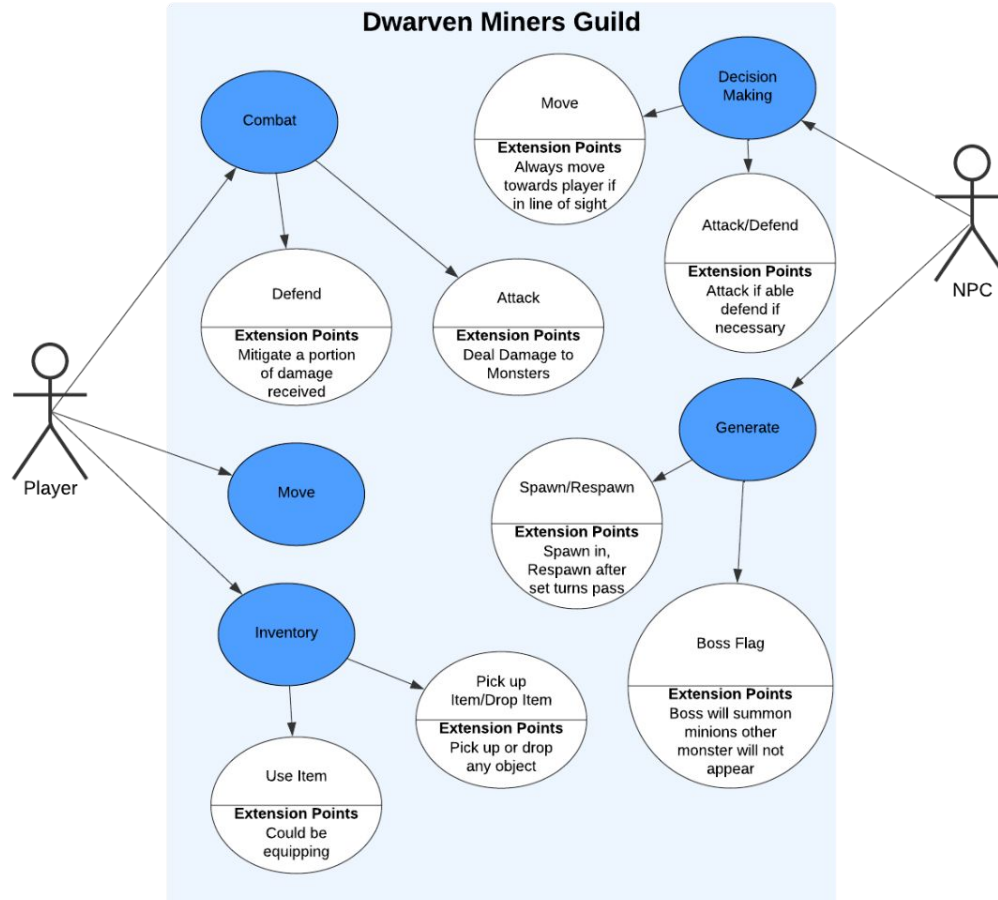
- Actor
- Use case
- Use case extension
- System

Use case shape bank

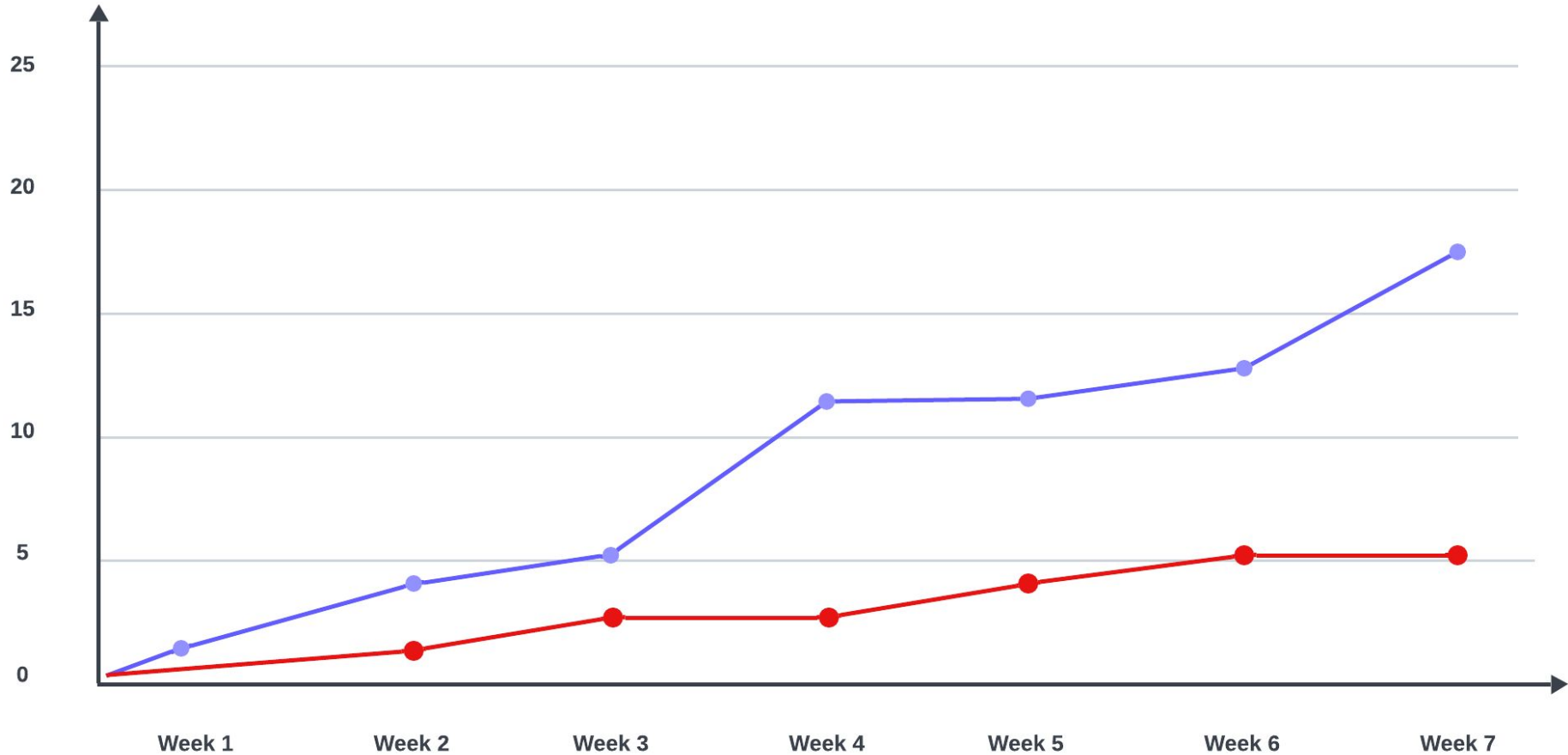


Summarize

Customize



Burn up chart



Thank You!

