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| **Name:** | DM Selection and Usage |
| **Summary:** | Users select whom the DM will be. That person controls the inputs of character information into the program and runs the game. As encounters come up DM rolls the initiatives for all enemies and inputs the stats as well. Then program orders based on initiative status allowing easy tracking of turns till encounter is over. |
| **Version:** | Alpha 1.0 |
| **Main Success Scenario:** | 1. Users select the DM 2. All users character information entered and list populated 3. Encounter initiated 4. All character and enemy initiatives recorded and entered. 5. As enemies/characters are defeated they are removed and the order re compiles till the encounter is over. 6. Clear encounter 7. Set new one. |
| **Postconditions:** | After encounter finished all enemies and characters who reached death are removed and all remaining characters repopulate a new encounter list. |
| **Rules:** | 1. DM sets all enemy stats and initiative order. 2. Player Characters must roll initiative order before encounter starts and give those numbers to the DM to be recorded. 3. DM Removes enemies /characters as they die. 4. Once encounter is over DM clears encounter and all characters remaining repopulate a new list awaiting next encounter. |
| **Notes:** | DM controls program and can save, delete, modify current progress by game id. |
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| **Date:** | 1/24/2020 |

Use Case Document

(DM Screen)