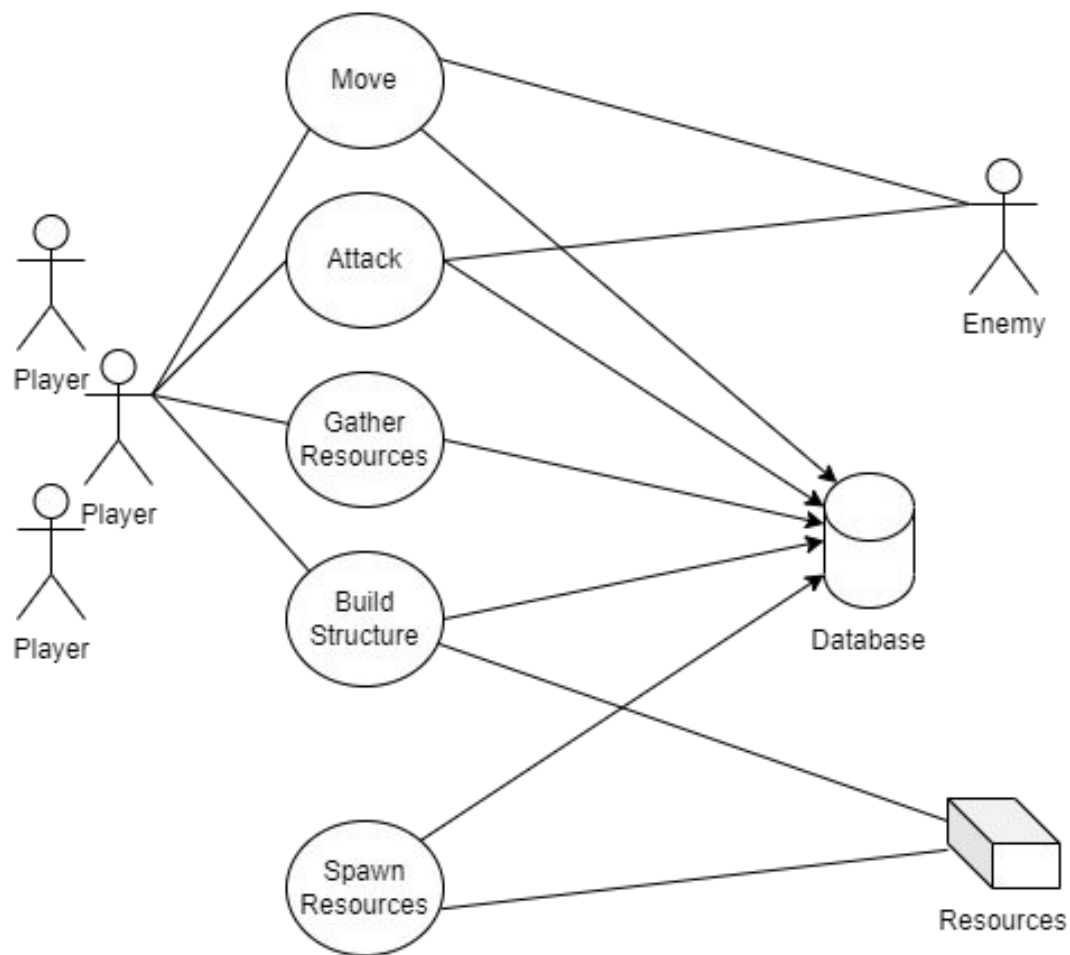


Use Case: Castles and Creatures

Elijah Moore, Garrett Sutton, Alex Thomas

Noah Sickles, Isaiah Denard



Use Case: Join Game

After User Opens Application:

- User Clicks Join Game
- User Enters IP Address
- User Clicks Join
- User selects Character
- User confirms Selection
- User is now in game as selected character

Error Flow

Failed to join:

- Return to main menu, popup with details

Actors:

- User
- Database
- Server

Use Case: Join Game

Acceptance Test:

- Enters correct IP
- Enters invalid IP

Edge Case:

- Enters Wrong, but valid IP

Use Case: Check Monster Log

After User Opens Application:

- User clicks Monster Log Button
- Monster Log Table is displayed with the name of enemies, and the number of times the user has killed an enemy of each type.

Actors:

- User
- Database

Use Case: Check Monster Log

Acceptance Test:

- Player Has History
- Player Does not have History

Edge Case:

- Corrupt Data

Actors:

Use Case: Move

- User
- Location Database

After the user Joins the game:

- User presses and holds WASD, IJKL, ←↑→↓
- Player begins to move in the corresponding direction
- Player can change directions when the user begins pressing and holding a different combination of keys corresponding to a different direction
- Player begins moving in the corresponding direction
- User releases all direction keys
- Player stops moving

Use Case: Move

Acceptance Test:

- Player is moving in open area
- Player is elevated
- Player is blocked by wall
- Player is blocked by another player
- Player is blocked by enemy

Edge Case:

- Players walking into each other

Use Case: Attack

After user joins the game:

- The user shoots at enemies
- When projectiles collides with enemies, they take damage
- Once a target's health reaches zero, they are destroyed

Use Case: Attack

Acceptance Tests:

- Player can shoot
- When player shoots enemies, they take damage
- Structures block projectiles

Edge Case Tests:

- Projectiles do not collide with each other
- Player cannot shoot while performing other actions

Use Case: Collect Item

After user joins game:

- User causes Player to move to Item
- Item Disappears, and item is added to Player's Inventory
- Small Sprite of Item is shown above Player's head for 2 seconds, and disappears

Actors:

- User
- Database

Use Case: Collect Item

Acceptance Test:

- User successfully creates Item

Edge Case:

- Two+ Characters try to collect same Item at same time

Use Case: Gather Resources

After User Joins Game:

- Player approaches resource source (tree, rock, ore, etc.)
- Player interacts with source and harvests it
- An animation for destroying the source is played
- The resource type is added to the player's resource inventory (see collect item)

Actors:

- User
- Database

Use Case: Gather Resources

Normal Acceptance Tests:

- Player harvests each resource
- Player stops mid harvest
- Player attempts to perform other actions while harvesting

Edge Case Acceptance Tests:

- Player tries to harvest multiple resources at once

Use Case: Build Structure

After User Joins Game:

- The player chooses which structure to build
- If the player has the required resources, an outline of the structure follows their mouse.
- The player selects where to place the structure
- The structure is placed

Use Case: Build Structure

Normal Acceptance Tests:

- Player builds each structure
- Player attempts to build structure without needed materials
- Player should be able to move while building

Edge Case Acceptance Tests:

- Player attempts to build while performing a non allowed action
- Player attempts to rapidly build structures
- Player attempts to build overlapping structures