

Interaction Diagrams for System TwitterNetHack
Assignment in the course - PA1435 Objektorienterad design
2/5 - 2017

Name	Social S. #	Thinking	Writing
Patrik Sjölund	19960604-9493	20%	20%
Tristan Smith	19960622-9574	20%	20%
Jesper Åkesson	19960821-0275	20%	20%
Gustaf Fagerström	19960807-6692	20%	20%
Joakim Bresche	19940914-6538	20%	20%

System description

The system is a clone of the game “nethack”, a game where the player(s) try to defeat a so called “dungeon” full of monsters and traps. Starting out on the first level, you continue on downwards for which each level becomes progressively harder. In this system the levels continue forever until the player eventually loses unlike the original where the game actually has an ending.

This clone is going to include multiplayer and random-generated dungeons where they are either generated by the twitter api or a pseudo random generator, thus the the clone is not going to be turn-based as the original game, however it is still going to be grid based as the original.

Prioritised List of Use Cases (first iteration)

#	Use case	Story points
1	Create a game	64
2	Display world	32
3	Walk	4
4	Look around	2
5	Pick up item	32
6	Take weapon into hands	8
7	Attack	8

System Events

1. System Events from Use Case “Create Game”

start server, establish connection, handle clients

2. System Events from Use Case “Display World”

Draw world, receive, parse (using same network logic on both client and server, parsers handle different events)

3. System Events from Use Case “Walk”

Keyboard input, walk(dir), send, receive, parse

4. System Events from Use Case “Look around”

Keyboard input, update UI text, set playerViewState, send, receive, parse

5. System Events from Use Case “Pickup item”

Keyboard input, update UI text, send, receive, parse

6. System Events from Use Case “Take weapon into hands”

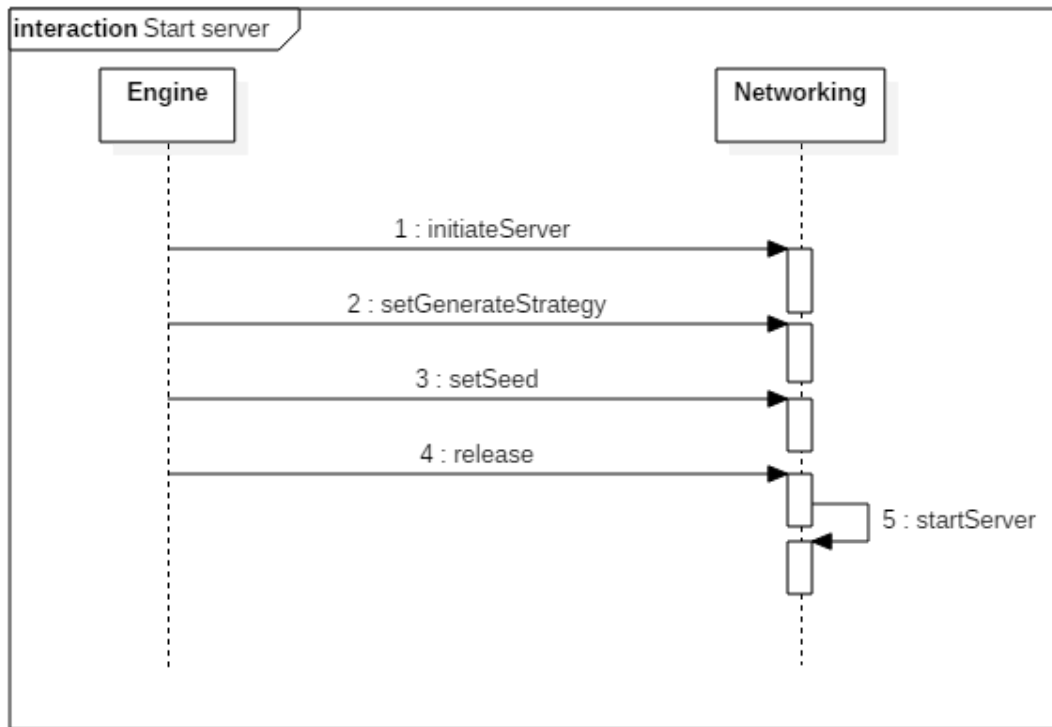
Keyboard input, set playerViewState, send, receive, parse

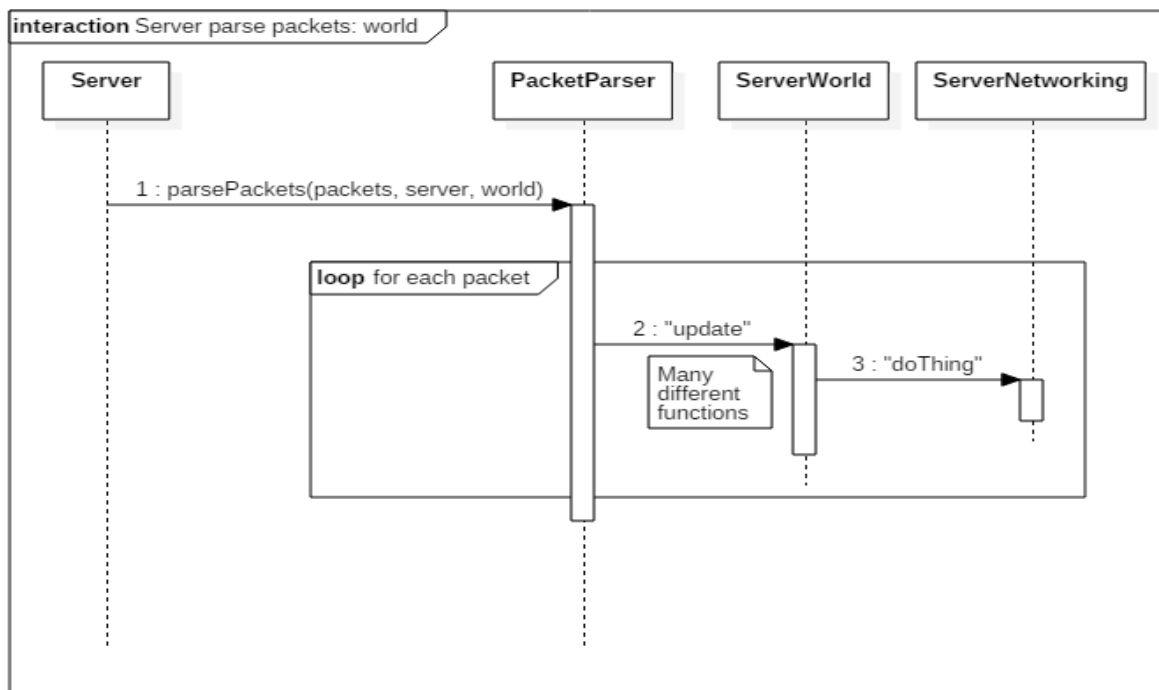
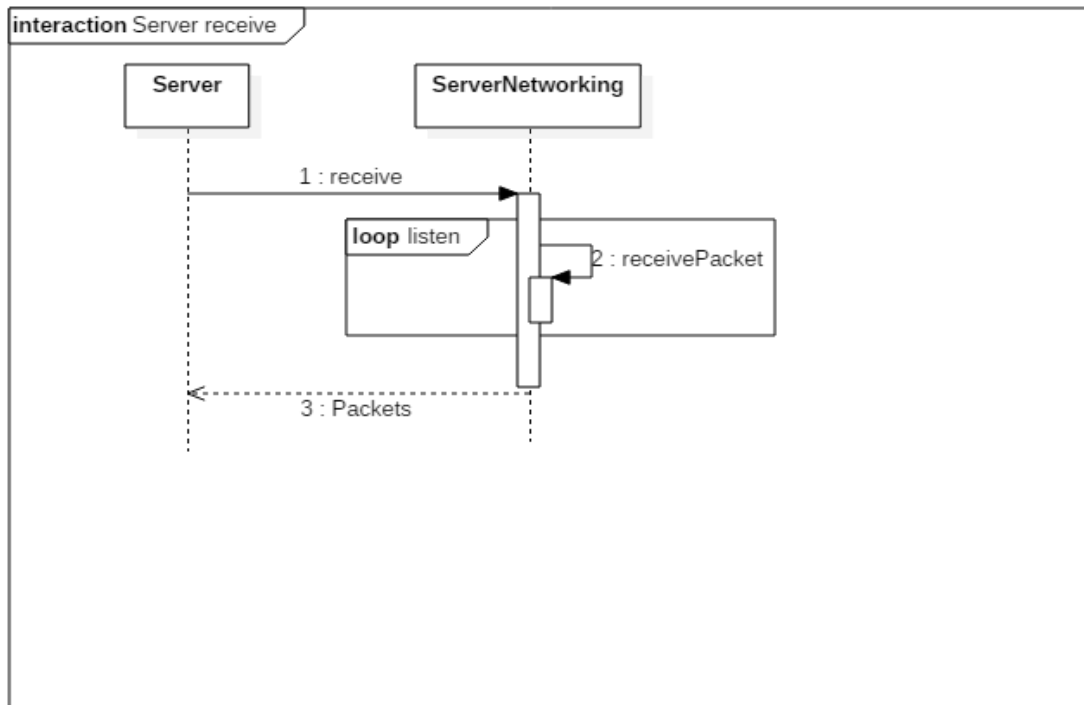
7. System Events from Use Case “Attack”

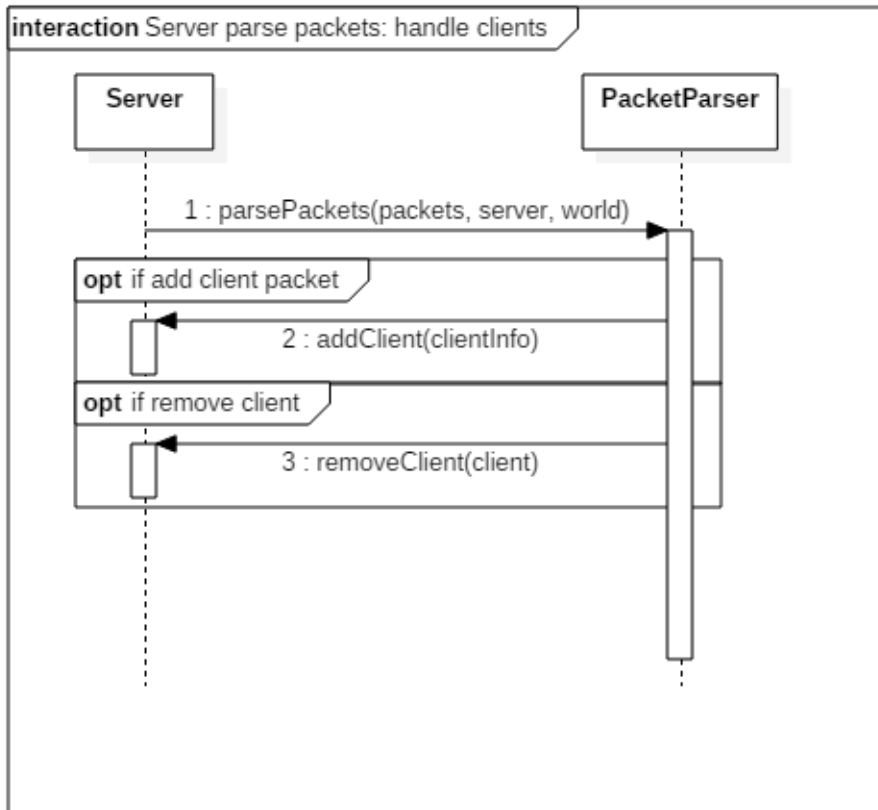
Keyboard input, update UI text, attack(dir), walk(dir), send, receive, parse

System Interactions

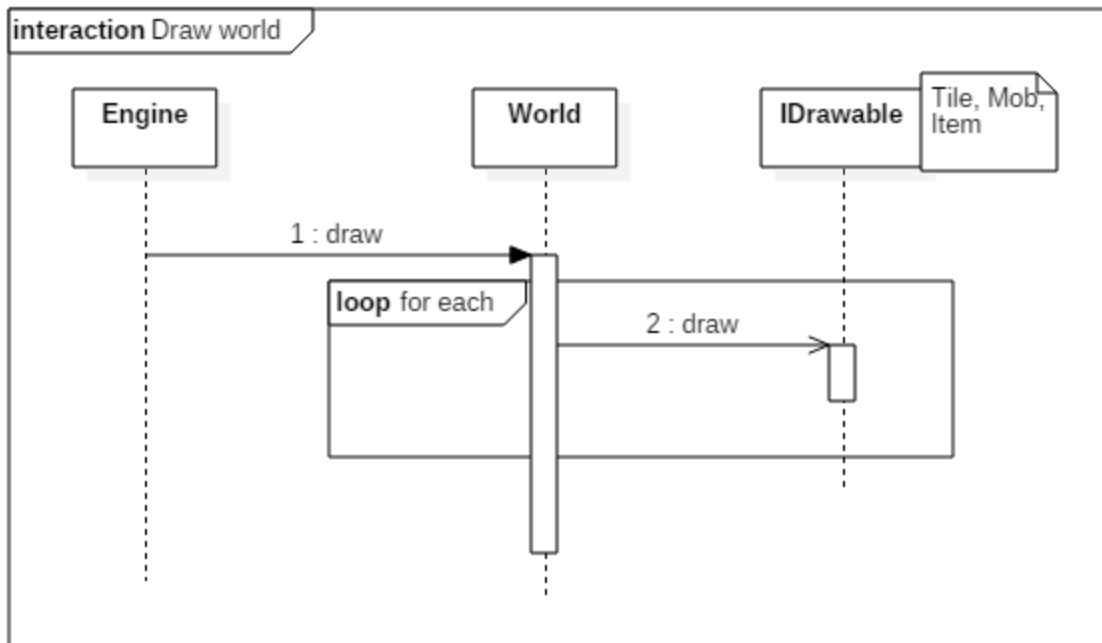
1. Interaction Diagrams from Use Case “Create Game”



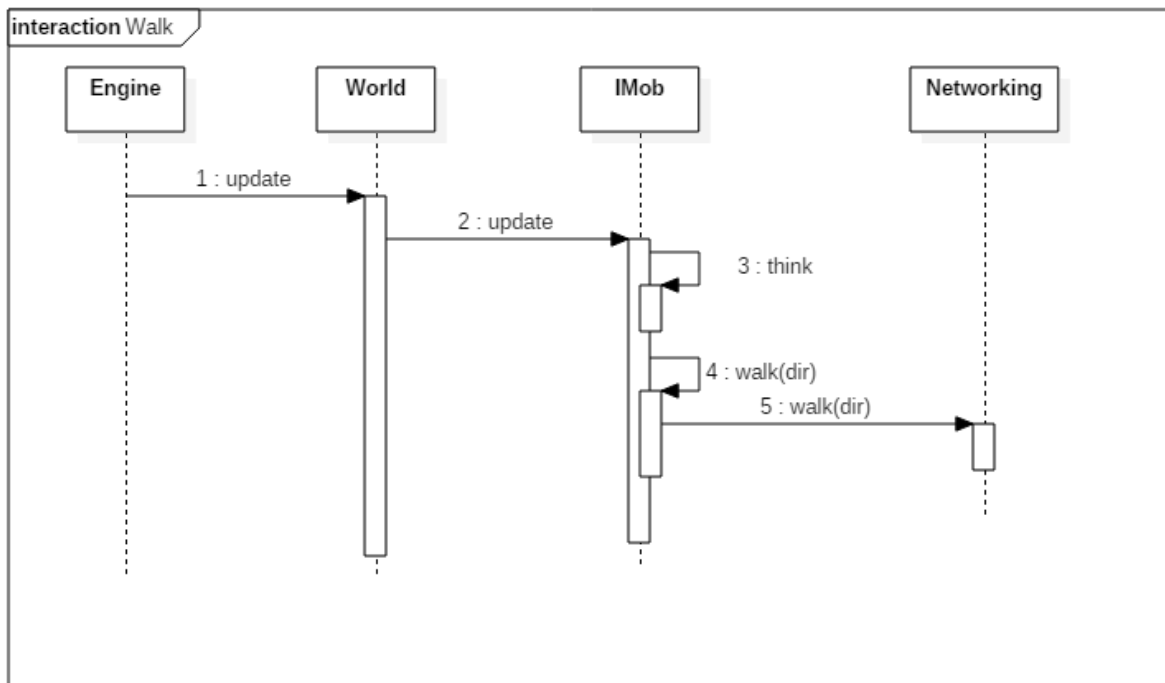


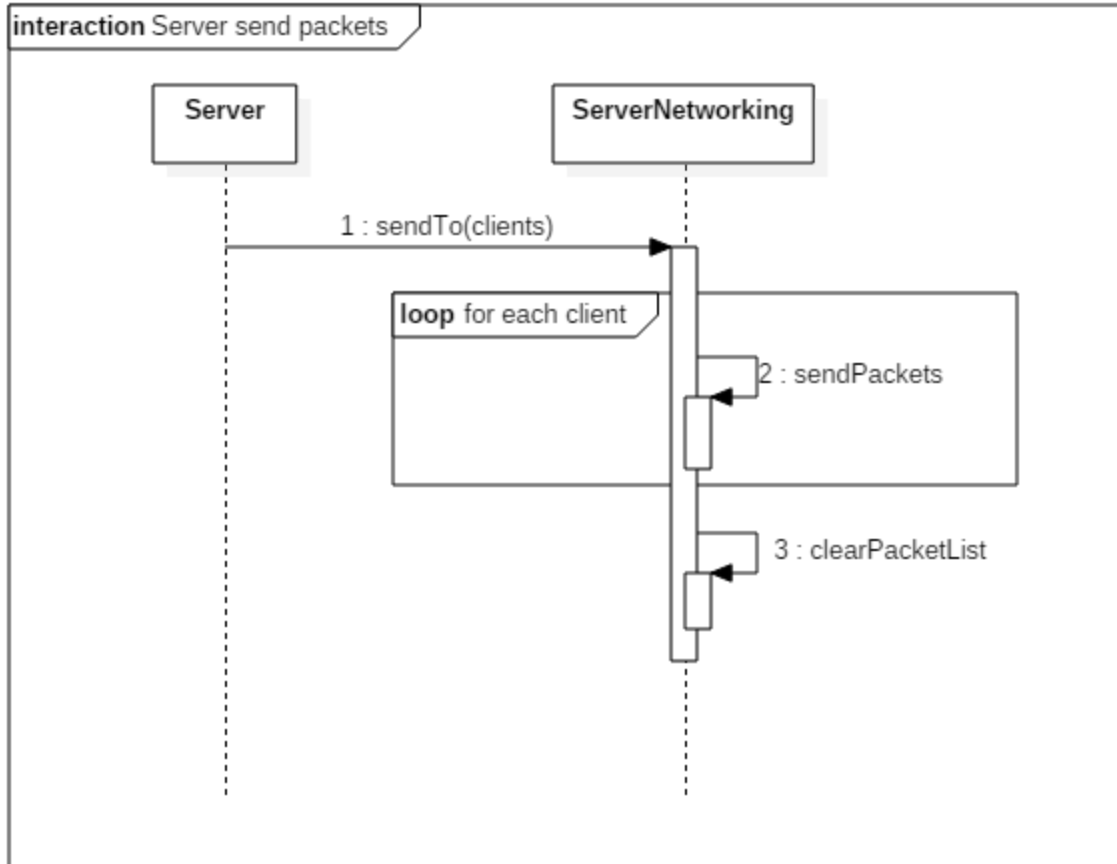


2. Interaction Diagrams from Use Case “Display World”

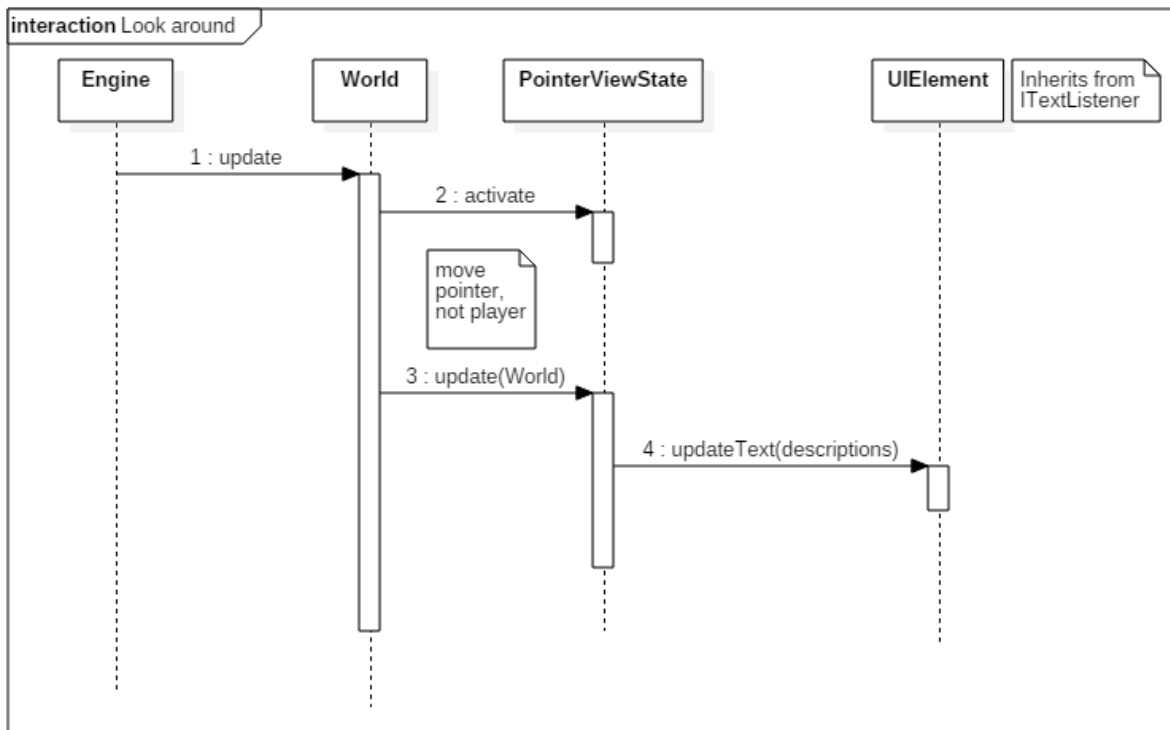


3. Interaction Diagrams from Use Case “Walk”

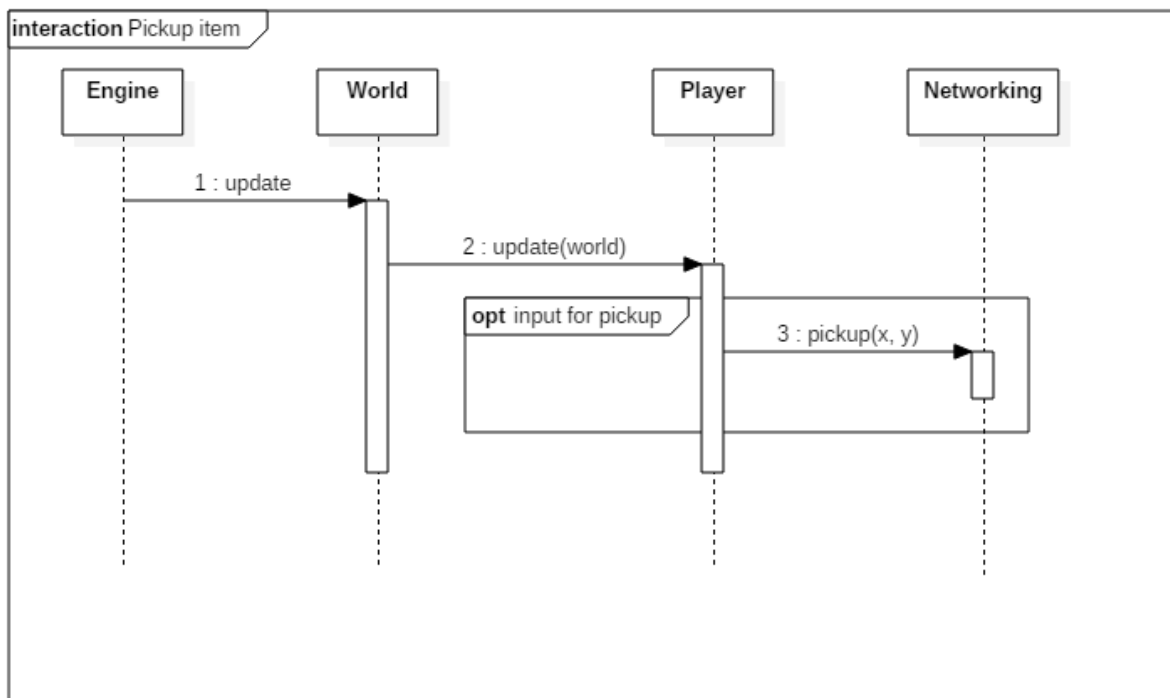




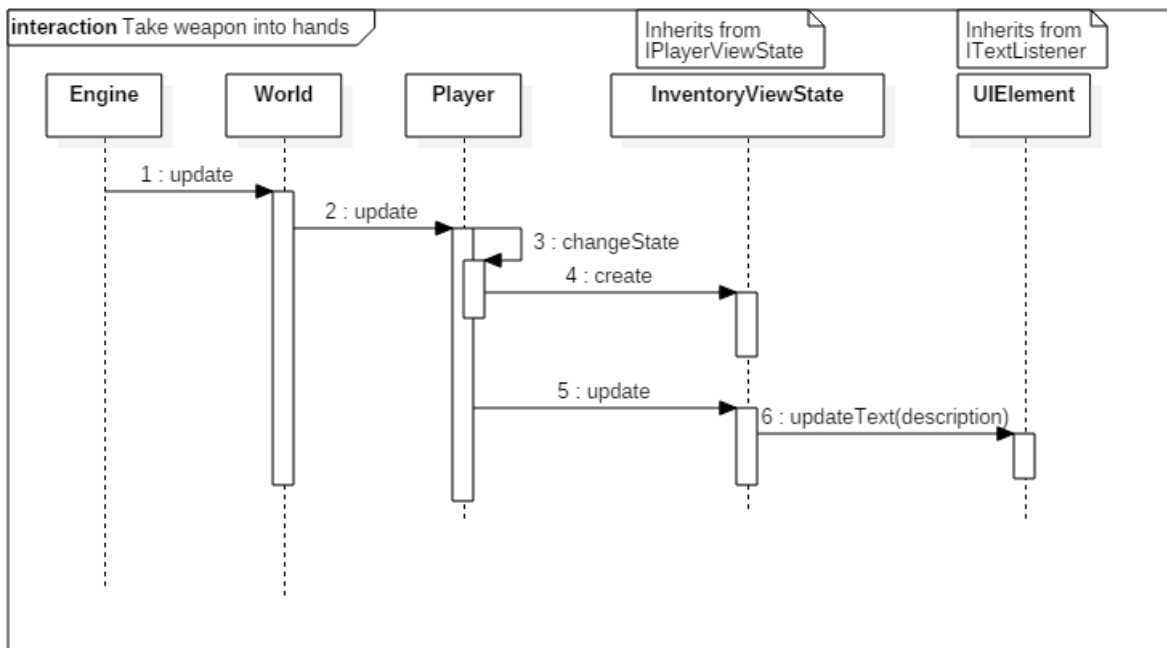
4. Interaction Diagrams from Use Case “Look around”



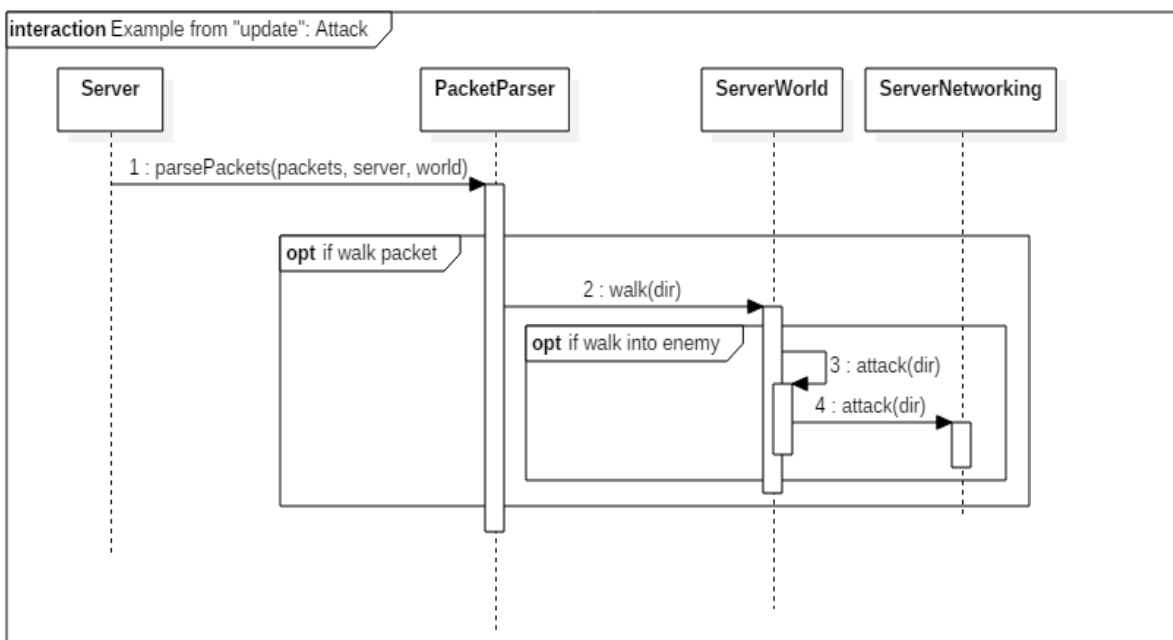
5. Interaction Diagrams from Use Case “Pickup item”



6. Interaction Diagrams from Use Case “Take weapon into hands”



7. Interaction Diagrams from Use Case “Attack”



(explanation: Players attack by walking on top of an enemy, walking and attacking is handled by the same function on the server)