Use Case Document

# Players

The individuals who express interest in participating in the game are commonly referred to as players. They are typically classified into two distinct categories.

## Returning Players

In order to access their saved game files stored in the database, returning players are required to log in with their unique username and password. This ensures that only authorized individuals are able to access their game progress and continue playing from where they left off.

## New Players

For players who are new to the game, they will be required to create a new account from the login screen. This process will enable them to have a fresh save file that will be stored in the database, and will be updated as they progress through the game.

In any case, the individuals who engage with the game will inevitably seek to participate in gameplay. As a result, it is possible to discern distinct actions or tasks that they will be able to undertake or delegate within the game.

# Start a New Game

For a new player, the game can be initiated for the first time without any issues. However, for a returning player, resetting the save file is possible by clicking on the new game button and confirming the action.

# Load Current Game

In case the user intends to resume playing, they will be presented with the 'load game' button, which upon clicking, shall promptly restore the game to the exact state in which it was last saved.

# Traverse the Tower

The game comprises three floors, each with its own map. The user can navigate through the tower by clicking on different rooms, and they must enter each accessible room at least once before advancing to the next one. The objective of the game is to defeat the bosses on each floor and progress to the next one until the final boss on the third floor is defeated, concluding the game.

# Battle Enemies and Bosses

Upon entering the room, the player will be engaged in a battle where they can employ various items and abilities to either restore their health, enhance their abilities or attack the adversary. The battle will conclude when either the player's or the enemy's HP is depleted. In the event that the player loses, they will be redirected back to the map to re-strategize before attempting the battle again. Conversely, if they succeed in defeating the enemy, they will be rewarded with items and money, which will be added to their inventory.

# Find New Abilities and Items

Players can discover new items and abilities by exploring the various shops and treasure rooms scattered throughout the tower. In these shops, players are able to purchase items and abilities using the money available in their inventory. Meanwhile, treasure rooms are home to a variety of abilities and treasures that can be added to the player's inventory upon discovery.

# Save The Game

The player is likely to expect an automatic saving feature to be in place as they progress through the game. This can be achieved by saving their progress after each room is completed, regardless of whether leaving the room was a choice or not. Safe rooms and shops will provide an exit button for the player to leave and save the game. Once a player has done this, their inventory will be updated to reflect any items they have obtained or transactions they have made in the shop.

In contrast, battles and treasure rooms will not have an exit button. A player will need to complete the interaction in the room in order to save their progress. During a battle, if the player loses, their inventory and health will be reset to the state it was in before the battle, and a loss will be recorded. However, if the player wins, their inventory will be updated to reflect any items they have used or obtained from the enemy, and the room will be marked as completed in their save file.

# Viewing the Leaderboard

The main menu provides the user with the ability to view scores, not only limited to their own, but also of other players. This feature enables users to gauge their performance against their peers based on various statistical measures, such as the number of abilities found or enemies defeated.