

Use Cases

Move Player

Actor: Player

Description: the player is moved in the given direction

Scenario: The player moves around the current zone

Alternative flow of events: The player stands still

Start Game

Actor: Player

Description: the system starts the game and generates the first room

Scenario: The player feels satisfied with the character and decides to start the game and the use case "Generate room" is called.

Alternative flow of events: The player is not satisfied and decides to remake the character.

Use Case: Generate Room

Actor: System, Twitter api

Description: the system generates a room based on information from the twitter api

NPC interaction

Actor: Player

Description: Player interacts and talks to characters

Scenario: Player chooses to start a conversation with a game character, a conversation dialog is opened.

Alternative flow of events: The character does not want to talk and kills the player.

Player interaction

Actor: Player

Description: Player interacts with other players through talking, trading items and being able to use items on each other.

Scenario: Player chooses to start a conversation with another player in the room, a conversation dialog is opened.

Start Fight

Actor: Player

Description: Player attacks another character and they start fighting.

Scenario: The player chooses to begin a fight with another character.

Alternative flow of events: The game character does not want to fight and flees.

Item description

Actor: Player

Description: Player picks up an item

Scenario: The player picks up an item and reads the items description.

Alternative flow of events: The player navigates their inventory and reads an items description.

Combine Items

Actor: Player

Description: Player combines two or more items

Scenario: Two items are combined to create a new item and the new item is put in the player inventory.

Alternative flow of events: the items are destroyed and lost

Use Item

Actor: Player

Description: player uses an item from the player inventory

Scenario: player opens inventory and selects an item to be used.

Pick up item.

Actor: Player

Description: player picks up item

Scenario: Item is picked up and is placed in player inventory.

Drop item

Actor: Player

Description: player drops item on the ground

Scenario: The player chooses an item from the inventory to be dropped on the ground.

Alternative flow of events: The player has an empty inventory and nothing happens.

Give item

Actor: Player

Description: An item is traded between two players.

Scenario: A player opens player inventory and selects an item to be traded to another player in the same area.

Use item on player

Actor: Player

Description: An item is used on a player.

Scenario: use case "Use Item" is called and proceeds to use item on player two.

Open/Close Inventory

Actor: Player

Description: Inventory tab opens

Scenario: The player opens the inventory and searches for an item.

Alternative flow of events: Inventory tab does not work and nothing happens.

Player chat

Actor: Player

Description: Players can send messages.

Scenario: Players opens a chat window and writes a message to another nearby player.

Alternative flow of events: Message is not received and is lost in cyberspace.

Start menu

Actor: Player

Description: Menu items are presented.

Scenario: The player is presented with different menu items to choose from.

Start singleplayer

Actor: Player

Description: The system starts a single player game.

Scenario: Player plays alone without other players and starts single player mode and is prompted with a create a character sheet.

Start multiplayer

Actor: Player

Description: The system starts a multiplayer game.

Scenario: A player starts a multiplayer game and there could be other players in the game and is prompted with a create a character sheet

Join multiplayer

Actor: Player

Description: The system finds a multiplayer session.

Scenario: The player joins an existing multiplayer game, with other players in the game and the player is prompted with a create a character sheet.

Alternative flow of events: The player starts his own multiplayer session.

Create character

Actor: Player

Description: Uses all Setup use cases.

Scenario: The player is prompted to set up their character.

Setup - name

Actor: Player

Description: The system requires a name from the player.

Scenario: The player is prompted with a textfield to enter a name.

Alternative flow of events: A player has no name, that is the player's new name.

Setup - race

Actor: Player

Description: The system requires the player to choose a race.

Scenario: The player is prompted with choices of different races to choose from.

Alternative flow of events: Player is now another race.

Setup - class

Actor: Player

Description: The system requires the player to choose a class.

Scenario: The player is prompted with a set of different classes to choose from.

Alternative flow of events: Player chooses another available class role.

Setup - choose pet

Actor: Player

Description: The system requires the player to choose a companion-pet.

Scenario: The player is prompted with a set of companion pets to choose from.

Alternative flow of events: The player is given a companion-pet by the system