

Detailed use cases for system Twitternethack

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System Description:

Creating a nethack game with the use of twitter to randomly generate environments, items and other objects within the game

Move Player

Actor: Player

Description: the player is moved in the given direction

Scenario: The player moves around the current zone

Precondition: "Use Case: Generate Room" and player is not attempting to walk through walls.

Concerned user stories: E.2.3

Actor	System
1. Player presses button to move in a desired direction	
	2. System moves the player in the desired direction

Alternative flow of events:

2. Player collides with a wall and can't move

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: "Enter new room" is called.

Precondition: Use case: Create character

Concerned user stories: E.1

Actor	System
1. Player presses start game button	
	2. System generates first room
	3. system loads player into the room
4. Plays game	

Alternative flow of events:

4. Player exits the game.

Use Case: Fetch twitter feed

Actor: System

Description: the system collects data from a random Twitter feed via the twitter api

Precondition: use case: Start Game, Player moves into a new level.

Concerned user stories: E.2.5

Actor	Twitter api
1. Asks for keywords from twitter API	
	2. Searches for keywords from a random twitter feed.
	3. Returns the keywords.
4. Uses returned values to generate a room	

Alternate flow of events:

3. No keywords were found, retry with a new feed.

Enter new Room

Actor: Player

Description: The player exits a room and enters a newly generated one.

Scenario: Player enters a new room and the system calls use case: "fetch twitter feed" and uses data to generate a random room.

Actor	System
1. Player walks through a door	
	2. Use case: "Fetch twitter api"
	3. System generates room with the collected data.
4. Player enters the new room.	

Alternative flow of events:

1. Player walks into a already existing room

Start menu

Actor: Player

Description: Menu items are presented.

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

Precondition: computer is turned on

Actor	System
1. Player launches application	
	2. The application launches.
	3. Menu is loaded

Alternate flow of events:

1. The application crashes.
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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.

Precondition: Game is running

Actor	System
1. Player presses Singleplayer	
	2. use case: Create player
	3. use case: Start Game

Alternative flow of events:

1. Player chooses to load an existing game
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Create character

Actor: Player

Description: The system requires the player to create a character.

Scenario: The player is prompted with options to customize their character.

Precondition: use case: Start Single player

1. Player enters character information	
	2. System creates a character with the gathered information.
	3. Use Case: Start game

Alternative flow of events:

1. A player decides to play as a randomly generated character.