

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.

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

Extensions:

Player may attempt opening a door by moving into it.

Player may interact with entities by moving into them.

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.

Precondition: use case: Generate Room, use case: Setup Player (Create character)

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: The player is not satisfied and decides to remake the character.

Use Case: Generate Room

Actor: Twitter api

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

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

Actor	System
	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: No keywords were found, retry with a new feed.

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: The application crashes.

Alternate alternate flow of events: Power goes out.

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, use case: Start Game

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

Alternative flow of events:

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 Singleplayer

	1. Prompts player to enter a name
2. Player enters a name	
	3. A character with the received name is created.

Alternative flow of events: A player decides to play as a randomly generated character.
