Detailed Use Cases for system Twitternethack

Assignment in the course PA1415 Programvarudesign
2017 - 04 - 10

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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: The player is in a room and player is not attempting to walk onto a wall.
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: A character has been created.
Concerned User stories: E.1

Actor	System
1. Player presses start game button	
	2. Use case: “Enter 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: A game has been started and the player enters a new room..
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.
Precondition: The player interacts with a door or just started a new game.
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 feed”
	3. System generates room with the collected data.
4. Player enters the new room.	

Alternative flow of events:

1. Player walks into a earlier already existing room

Start menu
Actor: Player
Description: Menu items are presented.
Precondition: Computer is turned on.
Scenario: The player is presented with different menu items to choose from.

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

Alternate flow of events:

1. The application crashes.

Start singleplayer
Actor: Player
Description: The system starts a single player game.
Precondition: Game is running.
Scenario: Player plays alone without other players and starts single player mode and is prompted with a create a character sheet.

Actor	System
1. Player presses Singleplayer	
	2. Use case: “Create character”
	3. Use case: “Start Game”
	4. Game starts

Alternative flow of events:

1. Player chooses to load an existing game

Create character
Actor: Player
Description: The system requires the player to create a character.
Precondition: Player has chosen a game mode, Single-player or multi-player.
Scenario: The player is prompted with options to customize their character.

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

Alternative flow of events:

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