Use Cases

Player navigation

Actor: Player

Description: Player navigates current zone

Starting game

Actor: Player

Description: Player starts the game and the system generates the first zone

Interacting dialog

Actor: Player

Description: Player interacts and talks to characters

Attacking

Actor: Player

Description: Player attacks another character

Item dialog

Actor: Player

Description: Player picks up an item

Combining items

Actor: Player

Description: Player combines two or more items

Use item

Actor: Player

Description: Player chooses to use an item

Drop item

Actor: Player

Description: Player chooses to drop item on the ground

Give item

Actor: Player

Description: Player gives another player an item

Use item on player

Actor: Player

Description: Player uses an item on another player

Inventory dialog

Actor: Player

Description: Player opens inventory

Chat dialog

Actor: Player

Description: Player writes a message to another player

Start menu

Actor: Player

Description: Player chooses menu alternatives

Menu singleplayer

Actor: Player

Description: Player chooses to play solo game

Start multiplayer

Actor: Player

Description: Player chooses to play a multiplayer game

Join multiplayer

Actor: Player

Description: Player joins an existing multiplayer game

Setup - name

Actor: Player

Description: Player chooses name for the character

Setup - race

Actor: Player

Description: Player chooses a race for the character

Setup - class

Actor: Player

Description: Player chooses class role for the character

Setup - choose pet

Actor: Player

Description: Player chooses a pet companion