Detailed use cases for system Twitternethack

Assignment in the course PA1415 Programvarudesign

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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

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| --- | --- |
| 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

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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

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| --- | --- |
| 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.

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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

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| --- | --- |
| 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.

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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.

Alternative flow of events: Door is locked and player can’t enter a new room.

Concerned user stories: E2

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| --- | --- |
| 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

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Start menu

Actor: Player

Description: Menu items are presented.

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

Precondition: omputer is turned on

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| --- | --- |
| 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

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| --- | --- |
| 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

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| --- | --- |
| 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.

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