UC2-1 Use Case: Player Choose Menu

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UC2-4: Purpose: The user chooses options from a menu

UC2-5: Overview: The player logged on success and enter the menu interface. There have four button single, multiplayer, score and tutorial respectively. The game client sends a request to the server with the details on the action. The client updates the dungeon graphical representation.

UC2-6: Cross References: R5.1

UC2-7: Actors: Player

UC2-8: Pre Condition:

UC2-Pre-1: The player must be in menu (i.e. not the dungeon).

UC2-Pre-2: The player must already log on.

UC2-9: Post Condition:

UC2-Post-1: If player selects single player game, he enters the level selection screen.

UC2-Post-2: If player selects multiply player game, he enters the level selection screen.

UC2-Post-3: If player selects score, he saw the scoreboards.

UC2-Post-4: If player selects tutorial, he saw the instructions of the game.

UC2-Post-5: If player selects close the tab, the program terminates.

Usecase1-Single/Multiply

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| --- | --- | --- |
| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. Begins when player click single(multiply) button |  |  |
|  | 1. Sends button request to server |  |
|  |  | 1. Enter the lever selection interface. |
|  |  | 1. Sends response |
|  | 1. Receives and parses response |  |
| 1. Choose the level | 1. Sends button request to server     10. Updates dungeon graphical representation | 1. Enter the specific level 2. Sends response |

Usecase2-Score

|  |  |  |
| --- | --- | --- |
| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. Begins when player click score button |  |  |
|  | 1. Sends button request to server |  |
|  |  | 1. Enter the scoreboards |
|  | 1. Updates dungeon graphical representation | 1. Send response |

Usecase3-Tutorial

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| --- | --- | --- |
| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. Begins when player click Tutorial button |  |  |
|  | 1. Sends button request to server |  |
|  |  | 1. Enter the Instrument of game |
|  | 1. Updates dungeon graphical representation | 1. Send response |

UC5-10: Exception flow of events:

If the device doesn’t connect the network, the whole process shut down and return the error message.