UC4-1 Use Case: World Creation

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UC4-3: Date: 13-NOV-16

UC4-4: Purpose: To create map, dungeon, coins, passages

UC4-5: Overview: After the player’s selection (bot or multiplayer).Dungeon is created. Dungeon contains rooms. Rooms connect each other with passages. Rooms contain gold coins. Rooms can be in arbitrary size. Dungeon should contain minimum gold coins for win condition.

UC4-7: Actors: Player

UC4-8: Pre Condition:

UC4-Pre-1: The player must be select who is against.

UC4-Pre-2: The player must already log on.

UC4-9: Post Condition:

UC4-Post-1: If player selects single player game, he sees the dungeon.

UC4-Post-2: If player selects multiply player game, he sees the dungeon.

UC4-Post-3: If game is created mini map is shown.

UC4-Post-4: If player selects close the tab, the program terminates.

UC4-Post-5: Player make move or wait for the other player’s movement.

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| **Actor Actions** | **Client System Actions** | **Server System Actions** |
| 1. Begins when player click single(multiply) player button |  |  |
|  | 1. Sends button request to server |  |
|  |  | 1. Dungeon is created with rooms, passages and coins. |
|  |  | 1. Sends response |
|  | 1. Receives and parses response |  |