UC7-1 Use Case: Player movement reveals the map

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UC7-3: Date: 8-NOV-16

UC7-4: Purpose: To discover the layout the dungeon

UC7-5: Overview: The player character is moving from one tile to another. The Server decides which tiles are visible to the player character. The server response includes the current state of the tiles now visible to the player character. The client adds these tile states to it’s memory. The client remains aware of previously discovered tiles but may not be aware of their current state, i.e. whether another player has moved their character to that location. The client updates the graphical representation including the newly visible tiles.

UC7-6: Cross References: R5.3

UC7-7: Actors: Player

UC7-8: Pre-Condition:

UC7-Pre-1: The player must be in a dungeon (i.e. not the menu)

UC7-Pre-2: The player is in a state of moving from one tile to the next

UC7-9: Post Condition:

UC7-Post-1: The client updates its memory with new tile states.

UC7-Post-2: The client now displays additional tiles that may not have been previously visible.

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| **Actor Actions** | **Client System Actions** | **Server System Actions** |
|  |  | 1. Begins when the server interprets a move command |
|  |  | 1. Decides which tiles are visible to the character |
|  |  | 1. Responds to move request, including the current state of tiles now visible to the player character |
|  | 1. Receives and parses the response |  |
|  | 1. Adds the updated and/or new tiles to its memory |  |
|  | 1. Updates the graphical representation |  |

UC7-11: Same as UC5-11