Maze Game Use Case Document

By Rory Gallie

Purpose

The purpose of this document is to specify use cases for the Maze Game.

Scope

The scope of this document is limited to an overview of uses cases within the Maze Game, detailing the user’s step by step process of using the software.

Use Case defined structure

Each use case will have the following structure:

* **Name of use case**: Naming of the use case at hand
* **Description**: simple description of said use case
* **Precondition**: conditions needed to proceed with use case
* **Postcondition**: end state of system after conclusion of use case
* **Flow**: describe the actions of the user and expected responses for normal execution
* **Alternative flow**: conditions/extensions that are separate from main flow but may also be needed as the result of an exception that may alter the main flow
* **Exceptions**: when use cases are executed, potential conditions may result in errors this section should describe any errors that may be caused from the result of a use case. E.g. detector issues,

Use cases for Maze Game

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| --- | --- | --- | --- |
| Name of use case: | Start the application and get to main game screen | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document | | |
| Postcondition: | User is in the main game screen | | |
| Flow: | User follows given flow within the user guide document. | | |
| Exceptions: | No exceptions should occur | | |

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| Name of use case: | User can move | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | User location has moved | | |
| Flow: | 1). User uses any directional arrow key to move. | | |
| Exceptions: | No exceptions should occur | | |

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| Name of use case: | User can destroy threats | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | User has performed an action to threat and threat is destroyed. Damage taken value has been displayed and value has been subtracted from health bar box value. | | |
| Flow: | 1). User moves to threats location using arrow keys and hits spacebar | | |
| Exceptions: | No exceptions should occur | | |

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| Name of use case: | User can pick up coins | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | User has performed an action and has picked up coin. coins value has been displayed then added to the wealth box. | | |
| Flow: | 1). User moves to coin location using arrow keys and hits C | | |
| Exceptions: | No exceptions should occur | | |

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| Name of use case: | User cannot exit room if threat exists | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | User has attempted to move to a passage and cannot enter passage because threat still exits | | |
| Flow: | 1). User moves to passage location using arrow keys | | |
| Exceptions: | No exceptions should occur | | |

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| --- | --- | --- | --- |
| Name of use case: | User can move to new room if threats are destroyed | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | User has performed action on threat and then moved to a passage location with being able to move to a new room | | |
| Flow: | 1). User moves to threat location and presses spacebar  2). User moves to passage location and is transported to new room | | |
| Exceptions: | No exceptions should occur | | |

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| --- | --- | --- | --- |
| Name of use case: | User can restart game at any time | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | Game has been restarted player has been spawned into a random room | | |
| Flow: | 1). User clicked button start new game | | |
| Exceptions: | No exceptions should occur | | |

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| Name of use case: | User can exit game | | |
| Company | Olde Worlde Phunne | Last updated by: | Rory Gallie |
| Date Created: | 06/09/2019 | Last Revision Date: | 06/09/2019 |
| Description: | Starting the application | | |
| Precondition: | User Guide document to main screen | | |
| Postcondition: | Form window has closed and exe has been stopped | | |
| Flow: | 1) User has moved to exit room.  2) User has destroyed threats in exit room.  3) user has exited user room | | |
| Exceptions: | No exceptions should occur | | |