



Use Case Name: Bang! Game

Actors involved: Player, AI

Triggers: Program is ran

Preconditions: User input to setup game (amount of players and characters in the game)

Post conditions: Start the game over

Normal Flow:

- 1.-Player rolls the dice
- 2.- Player then decides if they want to reroll the dice a maximum number of two times
- 3.- Then the action is decided according to the dice that were rolled
- 4.- Game then determines if any of the end conditions have been met, if not game continues
- 5.- Use Case Ends

Alternate Flows:

- 1A1.- User inputs the number of players wanted in the game
- 2A1.-Players are then assigned their roles and characters randomly