

# Use Case Specification

use case name: play game

actors involved: user

triggers: program starts to run

preconditions: User starts the program

post conditions: game can start again

or

program ends

## Normal Flow

1. Program starts
2. User selects to start the game
3. Game ends
4. Use case ends

5.

## Alternate Flows

2A N/A

Use case name: roll dice

Actors involved: user

triggers: user's turn in the game

Preconditions: user's turn and user is still alive in game

Post conditions: dice roll is interpreted and applied  
and user's turn is over

### Normal Flow

1. it's the user's turn
2. dice are rolled
3. roll is interpreted and applied
4. use case ends

### Alternate Flows

3A1 dice are re-rolled

Use case name: choose which dice to roll again  
Actors involved: User

triggers: dice have been rolled

Preconditions: only 1 or 2 rolls have occurred

and DYNAMITE cannot be chosen to re-roll

Post conditions: new dice

### Normal Flow

1. dice were rolled
2. choose dice to re-roll
3. re-roll the dice
4. use case ends

### Alternate Flows

- 3A1. for ARROW - take an arrow before re-rolling

use case name: choose which players to shoot at

actors involved: user

triggers: dice were rolled

pre conditions: dice rolled to single or double target

post conditions: players that were chosen lose a life point

### Normal Flow

1. dice are rolled
2. a single or double target is rolled
3. user chooses player to shoot  
1 or 2 people down
4. shot players lose a life point
5. use case ends

### Alternate Flows

- 3A1. user doesn't shoot anyone  
and chooses to re-roll

use case name: choose who can receive 1 life point

actors involved: user

triggers: dice were rolled

preconditions: dice rolled to beer

post conditions: player chosen receives 1 life point

### Normal Flow

1. dice were rolled
2. dice land on beer
3. user chooses player to give life point to
4. chosen player gets 1 life point
5. use case ends

### Alternate Flow

3A1 user doesn't give life point and chooses to re-roll

3B1 user chooses self to get life point

4B2 user receives 1 life point

use case name : play game again

actors involved : user

triggers : previous game ended

preconditions : previous game ended naturally

post conditions : new game begins

### Normal Flow

1. game ended
2. user selects to start new game
3. new game begins
4. use case ends

### Alternate Flows

- 2A1. user chooses to end program