

# Software Engineering Project

## Use Case Diagrams

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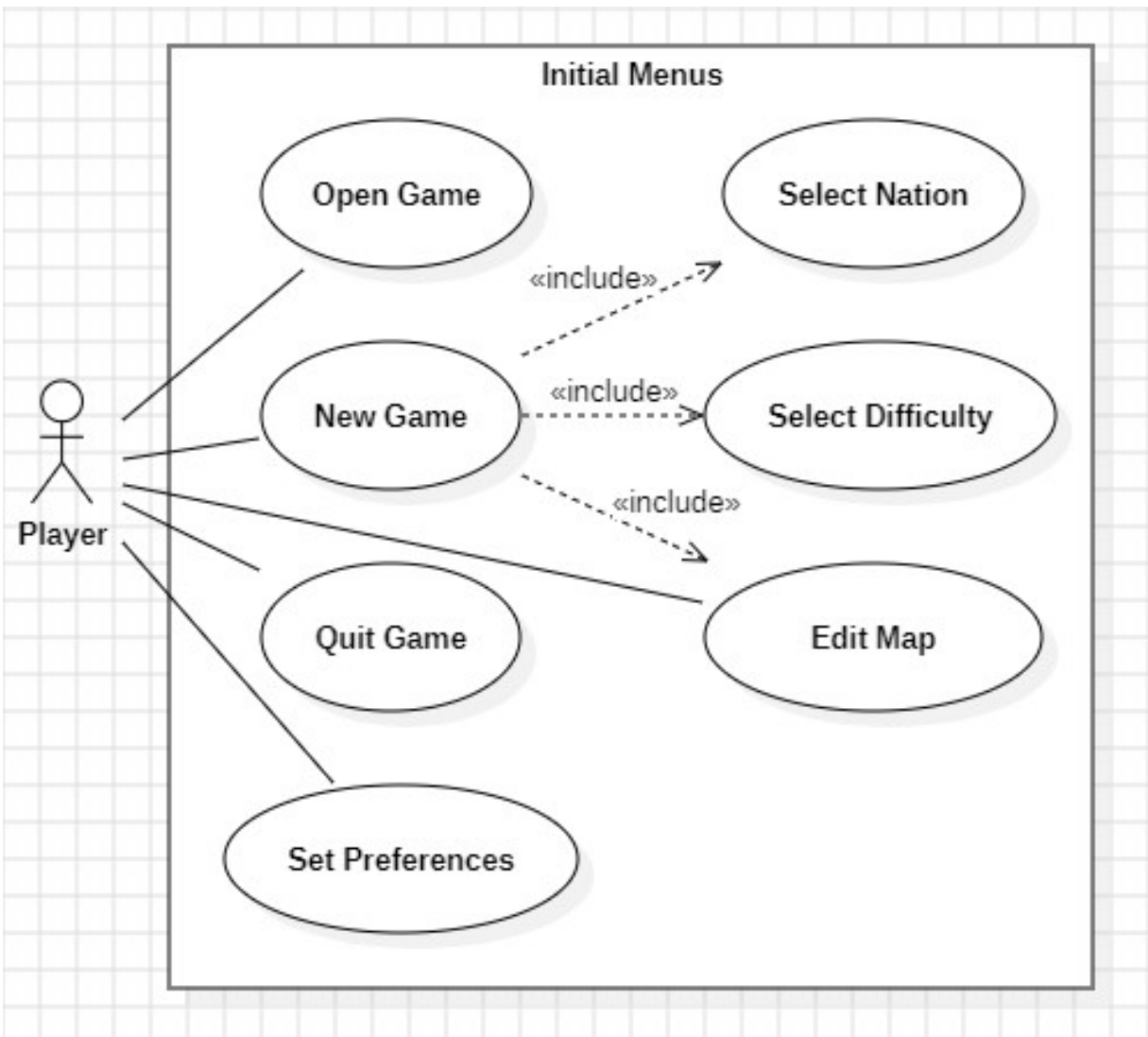
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### Introduction

The aim of this report is to present the Use Case Diagram for the initial menus that appear when entering the game to the Main Page.

Use Case Diagrams identify the interactions between actors and the system on a surface level, not specifying the internal implementation.

Diagram



## Use Cases

Name: New Game

Description: The player can start a game from the beginning.

Primary Actor: Player

Secondary Actor: None

Name: Open Game

Description: The player can pick up a game from where they left off in a previous session.

Primary Actor: Player

Secondary Actor: None

Name: Quit Game

Description: The player can leave the game.

Primary Actor: Player

Secondary Actor: None

Name: Set Preferences

Description: The player can choose details such as username, language as well as display and audio definitions.

Primary Actor: Player

Secondary Actor: None

Name: Select Nation

Description: The player can choose the nation they're going to play as.

Primary Actor: Player

Secondary Actor: None

Name: Select Difficulty

Description: The player can choose the level of difficulty to play in.

Primary Actor: Player

Secondary Actor: None

Name: Edit Map

Description: The player can change the characteristics of the game map before or when starting a game.

Primary Actor: Player

Secondary Actor: None

## References

ES 2023-2024 – Lecture 11 – Use CaseDiagrams.pdf