

USE-CASES

Fully dressed:

Use-case Name: UC1 – playing the game.

Scope: game application.

Level: user-goal.

Primary Actor: Player.

Stakeholder: Player.

Pre-condition: None.

Guarantee of success: the player receives a winning prize.

Main Success Scenario:

1. The player starts the game;
2. The player chooses the game difficulty between Easy, Medium, Hard;
3. The system proposes a choice between two adventurers showing the features of each one of them;
4. The player chooses one of them as his alter-ego;
5. The system shows only the next available rooms (that can be of different types);
6. The player chooses one room from the available ones knowing only its type and goes in there;
7. The player interacts with the room according to his type;
8. The player leaves the room;

The steps from 5 to 8 will be repeated until there are no more rooms available.

9. The system saves the game progress and the adventurer progress (including the coins acquired during the game, the maximum hit points gained and the cards acquired).

Alternative Flows:

*a. The system fails at any moment: the system guarantees to resume the game again from the last save point.

1. The player restarts the system;
2. The system restart from the last save if it exists.

7a. The room shown is a Battle Room where there are one or more Monsters:

1. The system starts the battle and the player goes first;
2. The player draws five cards;
3. The player plays the cards he wants to use;
4. The player passes the turn;
5. The player discards all the unplayed cards;
6. The system chooses an action for each monster/s, performs it/them and passes the Monster turn;
7. The steps from 2 to 6 will be repeated until:

7a. The Player beats all the monsters:

- i. The player gains coins and the maximum HP is increased by a certain amount according to the monster defeated;

7b. The player loses the battle:

- i. The system notifies the end of the game and restart from step 2 of UC1.

7b. The Room shown is a Merchant Room:

1. The system shows the purchasable cards of the merchant;
 - 1a: The player chooses one or more cards to buy:
 - i. The system inserts the card/s bought in the player's deck and the adventurer's coins are decreased according to the total cost of the cards purchased;
 - 1b: The player chooses not to buy any cards.

7c. The Room shown is a Bonfire Room:

- 1: The System asks the player if he wants to rest near the bonfire;
 - 1a: The player says "Yes" and the system restores 30% of the player's max hit points;

1b: The player says “No” and he exits the Room.

7d. The Room shown is a Treasure Room:

1. The System shows 3 locked treasure chests;
2. The player chooses one of them to open;
3. The System shows him his content and adds its content to the adventurer's possessions.