

1. **New Game**

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| **Use Case Name** | **New Game** | |
| Related Requirements | Requirements A.1 | |
| Goal in Context | Menampilkan permainan dari awal | |
| Preconditions | Player berada di menu utama | |
| Succesful End Condition | Berhasil untuk menampilkan permainan baru | |
| Failed End Condition | Gagal untuk menampilkan permainan baru | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu New Game | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan intro permainan |
|  | 2 | Player memilih jenis kelamin tokoh |
|  | 3 | Sistem merubah tampilan tokoh |
|  | 4 | Player memasukan nama untuk tokoh yang di mainkan |
|  | 5 | Sistem memasukan nama tokoh |
|  | 6 | Sistem menampilkan permainan |
| Extensions | Step | Branching Action |
|  | 1.1 | Gagal menampilkan intro permainan |
|  | 3.1 | Gagal merubah tampilan tokoh |
|  | 5.1 | Gagal memasukan nama tokoh |
|  | 6.1 | Gagal menampilkan permainan |

1. **Continue Game**

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| **Use Case Name** | **Continue Game** | |
| Related Requirements | Requirements A.2 | |
| Goal in Context | Menampilkan daftar file permainan yang di simpan | |
| Preconditions | Player berada di menu utama | |
| Succesful End Condition | Player bisa memilih menu Continue Game | |
| Failed End Condition | Player tidak bisa memilih menu Continue Game | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player berada di menu utama | |
| Included Cases | **Select Slot File to Load Game** | |
| Main Flow | Step | Action |
|  | 1 | Sistem mengecek file permainan |
|  | 2 | Player memilih menu Continue Game |
|  | 3  **Include:: Select Slot File to Load Game** | Sistem menampilkan menu Select Slot File |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem tidak menemukan file permainan |

1. **Select Slot File to Load Game**

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| **Use Case Name** | **Select Slot File to Load Game** | |
| Related Requirements | Requirements A.2 | |
| Goal in Context | Menampilkan permainan yang di simpan | |
| Preconditions | Player memilih menu Continue Game | |
| Succesful End Condition | Berhasil melanjutkan permainan | |
| Failed End Condition | Gagal melanjutkan permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Continue Game | |
| Included Cases | **Select Slot File to Load Game** | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar file permainan |
|  | 2 | Player memilih file permainan yang sudah di simpan |
|  | 3 | Menampilkan permainan yang di simpan |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player menekan tombol kembali |
|  | 3.1 | Gagal menampilkan permainan yang di simpan |

1. **Exit Game**

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| **Use Case Name** | **Exit Game** | |
| Related Requirements | Requirements A.3 | |
| Goal in Context | Keluar dari permainan | |
| Preconditions | Player berada di menu utama | |
| Succesful End Condition | Berhasil keluar dari permainan | |
| Failed End Condition | Gagal keluar dari permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player Memilih menu exit game | |
| Main Flow | Step | Action |
|  | 1 | Sistem mengakhiri permainan |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem tidak bisa mengakhiri permainan |

1. **Fight an Enemy**

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| **Use Case Name** | **Fight an Enemy** | |
| Related Requirements | Requirement A.4 | |
| Goal in Context | Menampilkan menu jenis serangan | |
| Preconditions | Player berada di menu pertarungan | |
| Succesful End Condition | Berhasil menampilkan menu serangan | |
| Failed End Condition | Gagal menampilkan menu serangan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Fight | |
| Main Flow | Step | Action |
|  | 1 | Sistem menjalankan perintah Battle |
|  | 2 | Sistem menampilkan menu pertarungan |
|  | 3 | Player memilih menu Fight |
|  | 4 | Sistem menampilkan menu jenis serangan |
|  | 5 | Player memilih menu jenis serangan |
| Ekstensions | Step | Branching Action |
|  | 5.1 | Player memilih menu **Attack On Enemy** |
|  | 5.2 | Player memilih menu **Use Special Attack On Enemy** |
|  | 5.3 | Player memilih menu **Guarding From Attack Enemy** |
|  | 5.4 | Player memilih menu **Use Magic Attack On Enemy** |
|  | 5.5 | Player memilih menu **Use Items On Enemy** |
|  | 5.6 | Player menekan tombol kembali |
|  | 5.6.1 | Sistem menampilkan menu pertarungan |

1. **Attack on Enemy**

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| **Use Case Name** | **Attack on Enemy** | |
| Related Requirements | Requirement A.4.1 | |
| Goal in Context | Melakukan serangan biasa kepada musuh | |
| Preconditions | Player memilih menu Fight | |
| Succesful End Condition | Berhasil melakukan serangan | |
| Failed End Condition | Gagal melakukan serangan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Attack | |
| Include Cases | Select Target | |
| Main Flow | Step | Action |
|  | 1 | Sistem menjalankan kondisi serangan biasa |
|  | 2  **Include::Select Target** | Sistem menampilkan daftar sasaran |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Player menekan tombol kembali |
|  | 1.1.1 | Sistem menampilkan menu jenis serangan |

1. **Use Special Attack on Enemy**

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| **Use Case Name** | **Use Special Attack on Enemy** | |
| Related Requirements | Requirement A.4.2 | |
| Goal in Context | Melakukan serangan khusus kepada musuh | |
| Preconditions | Player memilih menu Fight | |
| Succesful End Condition | Berhasil melakukan serangan | |
| Failed End Condition | Gagal melakukan serangan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Special | |
| Include Cases | Select Target | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar special skill |
|  | 2 | Player memilih skill |
|  | 3 | Sistem menjalankan kondisi serangan special |
|  | 4  **Include::Select Target** | Sistem menampilkan daftar sasaran |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player menekan tombol kembali |
|  | 2.1.1 | Sistem menampilkan menu jenis serangan |
|  | 2.2 | Player tidak bisa memilih skill |

1. **Guarding From Attack Enemy**

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| **Use Case Name** | **Guarding From Attack Enemy** | |
| Related Requirements | Requirement A.4.3 | |
| Goal in Context | Melanjutkan pertarungan dengan tidak melakukan serangan | |
| Preconditions | Player memilih menu Fight | |
| Succesful End Condition | Sistem berhasil melakukan perintah musuh menyerang | |
| Failed End Condition | Sistem gagal melakukan perintah musuh menyerang | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Guard | |
| Main Flow | Step | Action |
|  | 1 | Sistem menjalankan kondisi guard pada tokoh |
|  | 2 | Sistem menjalankan perintah bertarung |
|  | 3 | Sistem menampilkan pesan |
|  | 4 | Sistem mengecek kondisi pertarungan |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menjalankan perintah bertarung |

1. **Use Magic Attack on Enemy**

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| **Use Case Name** | **Use Magic Attack on enemy** | |
| Related Requirements | Requirement A.4.4 | |
| Goal in Context | Melakukan serangan sihir kepada musuh | |
| Preconditions | Player memilih menu Fight | |
| Succesful End Condition | Berhasil melakukan serangan sihir | |
| Failed End Condition | Gagal melakukan serangansihir | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Magic | |
| Include Cases | Select Target | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar magic skill |
|  | 2 | Player memilih skill |
|  | 3 | Sistem menjalankan kondisi serangan sihir |
|  | 4  **Include::Select Target** | Sistem menampilkan daftar musuh |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player menekan tombol kembali |
|  | 2.1.1 | Sistem menampilkan menu jenis serangan |
|  | 2.2 | Player tidak bisa memilih skill |

1. **Use Items on Character/Enemy**

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| **Use Case Name** | **Use Items on Character/Enemy** | |
| Related Requirements | Requirement A.4.5 | |
| Goal in Context | Menggunakan barang kepada tokoh pemain | |
| Preconditions | Player memilih menu Fight | |
| Succesful End Condition | Berhasil menggunakan barang | |
| Failed End Condition | Gagal menggunakan barang | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Items | |
| Include Cases | Select Target | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar items |
|  | 2 | Player memilih items |
|  | 3 | Sistem menjalankan kondisi menggunakan items |
|  | 4  **Include::Select Target** | Sistem menampilkan daftar Tokoh Player |
|  |  |  |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player menekan tombol kembali |
|  | 2.1.1 | Sistem menampilkan menu jenis serangan |
|  | 2.2 | Player tidak bisa memilih items |

1. **Select Target**

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| **Use Case Name** | **Select Target** | |
| Related Requirements | Requirement A.4.1, A.4.2, A.4.3, A4.4 | |
| Goal in Context | Menyelesaikan pertarungan | |
| Preconditions | Player sudah memilih menu Fight | |
| Succesful End Condition | Berhasil mengakhiri pertarungan | |
| Failed End Condition | Gagal mengakhiri pertarungan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih nama sasaran | |
| Include Cases | Select Target | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar sasaran |
|  | 2 | Player memilih sasaran |
|  | 3 | Sistem menjalankan perintah bertarung |
|  | 3 | Sistem menampilkan pesan pertarungan |
|  | 4 | Sistem mengecek kondisi pertarungan |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player tidak bisa memilih sasaran |
|  | 3.1 | Gagal menjalankan perintah bertarung |
|  | 4.1 | Sistem gagal mengecek kondisi pertarungan |

1. **Escape from Battle**

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| **Use Case Name** | **Escape from Battle** | |
| Related Requirements | Requirement A.5 | |
| Goal in Context | Menghindari pertarungan dengan musuh | |
| Preconditions | Player berada dalam menu pertarungan | |
| Succesful End Condition | Player melanjutkan permainan | |
| Failed End Condition | Player tidak melanjutkan permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Escape | |
| Main Flow | Step | Action |
|  | 1 | Sistem menjalankan perintah Battle |
|  | 2 | Sistem menampilkan menu pertarungan |
|  | 3 | Sistem mengecek kondisi Escape |
|  | 4 | Player memilih menu Escape |
|  | 5 | Sistem mengahkiri perintah Battle |
|  | 6 | Sistem menampilkan permainan |
| Ekstensions | Step | Branching Action |
|  | 4.1 | Player tidak bisa memilih menu Escape |
|  | 1.1 | Sistem gagal menampilkan pesan |
|  | 2.1 | Sistem gagal menampilkan permainan |

1. **Paused Game**

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| **Use Case Name** | **Paused Game** | |
| Related Requirements | Requirement A.6 | |
| Goal in Context | Menampilkan menu pause | |
| Preconditions | Player berada pada permainan yang sedang berlangsung | |
| Succesful End Condition | Berhasil menghentikan permainan | |
| Failed End Condition | Gagal menghentikan permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player menekan tombol pause dalam permainan | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan menu pause |
|  | 2 | Player memilih menu pause |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player memilih menu **Inventory** |
|  | 2.2 | Player memilih menu **Option** |
|  | 2.2 | Player memilih menu **Skills** |
|  | 2.3 | Player memilih menu **Status** |
|  | 2.4 | Player memilih menu **Equipment** |
|  | 2.5 | Player memilih menu **Formation** |
|  | 2.6 | Player memilih menu **Save Game** |
|  | 2.7 | Player memilih menu **Game End** |
|  | 2.8 | Player menggunakan tombol kembali |
|  | 2.8.1 | Sistem menampilkan permainan |

1. **Inventory Players**

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| **Use Case Name** | **Inventory Players** | |
| Related Requirements | Requirement A.6.1 | |
| Goal in Context | Menampilkan menu inventory | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan menu inventory | |
| Failed End Condition | Gagal menampilkan menu inventory | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu inventory | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan menu inventory |
|  | 2 | Player memilih menu |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player memilih menu **Items** |
|  | 2.2 | Player memilih menu **Weapons** |
|  | 2.3 | Player memilih menu **Armor** |
|  | 2.4 | Player memilih menu **Valuables** |
|  | 2.5 | Player menekan tombol kembali |
|  | 2.5.1 | Sistem menampilkan menu pause |

1. **List of Items**

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| **Use Case Name** | **List Of Items** | |
| Related Requirements | Requirement A.6.1.2 | |
| Goal in Context | Menampilkan daftar barang dan menggunakan barang yang dimiliki player | |
| Preconditions | Player sudah berada di menu inventory | |
| Succesful End Condition | Berhasil menampilkan daftar perlengkapan barang dan menggunakan barang | |
| Failed End Condition | Gagal menampilkan daftar perlengkapan barang dan menggunakan barang | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Items | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar barang |
|  | 2 | Sistem mengecek daftar items yang bisa digunakan |
|  | 3 | Player memilih items dalam daftar |
|  | 4 | Sistem menampilkan keterangan Items |
|  | 5 | Player menggunakan items |
|  | 6 | Player memilih tokoh player yang akan menggunakan items |
|  | 7 | Sistem menjalankan perintah menggunakan items pada tokoh player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar items |
|  | 4.1 | Sistem gagal menampilkan keterangan items |
|  | 5.1 | Player tidak bisa menggunakan items |
|  | 7.1 | Sistem gagal menjalankan perintah menggunakan items pada tokoh player |

1. **List of Weapons**

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| **Use Case Name** | **List Of Weapons** | |
| Related Requirements | Requirement A.6.1.3 | |
| Goal in Context | Menampilkan daftar senjata yang dimiliki player | |
| Preconditions | Player sudah berada di menu inventory players | |
| Succesful End Condition | Berhasil menampilkan daftar dan keterangan senjata | |
| Failed End Condition | Gagal menampilkan daftar dan keterangan senjata | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Weapons | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar weapon |
|  | 2 | Player memilih weapon dalam daftar |
|  | 4 | Sistem menampilkan keterangan pada Weapon yang dipilih |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan daftar Weapon |
|  | 4.1 | Sistem gagal menampilkan keterangan pada senjata yang dipilih |

1. **List of Armor**

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| **Use Case Name** | **List Of Armor** | |
| Related Requirements | Requirement A.6.1.4 | |
| Goal in Context | Menampilkan daftar armor yang dimiliki player | |
| Preconditions | Player sudah berada di menu inventory players | |
| Succesful End Condition | Berhasil menampilkan daftar dan keterangan armor | |
| Failed End Condition | Gagal menampilkan daftar dan keterangan armor | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu List Of Armor | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar armor |
|  | 2 | Player memilih Armor dalam daftar |
|  | 4 | Sistem menampilkan keterangan armor yang dipilih |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar armor |
|  | 4.1 | Sistem gagal menampilkan keterangan pada armor yang dipilih |

1. **List of Valuables Items**

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| **Use Case Name** | **List Of Valuables Items** | |
| Related Requirements | Requirement A.6.1.5 | |
| Goal in Context | Menampilkan daftar dan keterangan barang berharga yang dimiliki player | |
| Preconditions | Player sudah berada di menu inventory players | |
| Succesful End Condition | Berhasil menampilkan daftar dan keterangan barang berharga | |
| Failed End Condition | Gagal menampilkan daftar dan keterangan barang berharga | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Valuables | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar barang berharga |
|  | 2 | Player memilih ValuablesItems dalam daftar |
|  | 4 | Sistem menampilkan keterangan pada barang berharga yang dipilih |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan daftar barang berharga |
|  | 4.1 | Sistem gagal menampilkan keterangan barang berharga yang dipilih |

1. **Options on Game**

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| **Use Case Name** | **Option On Game** | |
| Related Requirements | Requirement A.6.2 | |
| Goal in Context | Menampilkan menu pilhan pengaturan dalam permainan | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil merubah pengaturan dalam permainan | |
| Failed End Condition | Gagal merubah pengaturan dalam permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu option | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan menu option |
|  | 2 | Player memilih pengaturan yang akan diubah |
|  | 3 | Sistem merubah pengaturan permainan |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan menu option |
|  | 2.1 | Player menekan tombol kembali |
|  | 2.1.1 | Sistem menampilkan menu pause |
|  | 3.1 | Sistem gagal merubah pengaturan permainan |

1. **Skills On Players**

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| **Use Case Name** | **Skills On Players** | |
| Related Requirements | Requirement A.6.3 | |
| Goal in Context | Menampilkan menu Skill | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan menu skills | |
| Failed End Condition | Gagal menampilkan menu skills | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu skills on players | |
| Main Flow | Step | Action |
|  | 1 | Player memilih tokoh |
|  | 2 | Sistem menampilkan menu skills |
|  | 3 | Player memilih menu |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Player tidak bisa memilih tokoh |
|  | 2.1 | Sistem gagal menampilkan menu skills |
|  | 3.1 | Player memilih menu **Special Skills On Players** |
|  | 3.2 | Player memilih menu **Magic Skills On Players** |

1. **Special Skills on Players**

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| **Use Case Name** | **Special Skills On Players** | |
| Related Requirements | Requirement A.6.3.1 | |
| Goal in Context | Menampilkan daftar dan keterangan kemampuan yang di miliki tokoh player | |
| Preconditions | Player sudah berada di menu Skills on Player | |
| Succesful End Condition | Berhasil menampilkan daftar dan keterangan kemampuan | |
| Failed End Condition | Gagal menampilkan daftar dan keterangan kemampuan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu special skills on players | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar kemampuan spesial tokoh player |
|  | 2 | Player memilih spesial skill tokoh |
|  | 3 | Sistem menampilkan keterangan kemampuan tokoh |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar kemampuan spesial tokoh player |
|  | 3.1 | Sistem gagal menampilkan keterangan kemampuan special tokoh player |

1. **Magic Skills On Players**

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| **Use Case Name** | **Magic Skills On Players** | |
| Related Requirements | Requirement A.6.3.2 | |
| Goal in Context | Menampilkan daftar dan keterangan kemampuan sihir yang dimiliki tokoh player | |
| Preconditions | Player sudah berada di menu Skills on Player | |
| Succesful End Condition | Berhasil menampilkan daftar dan keterangan kemampuan sihir tokoh player | |
| Failed End Condition | Gagal menampilkan daftar dan keterangan kemampuan sihir tokoh player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu special skills on players | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar kemampuan sihir tokoh player |
|  | 2 | Player memilih magic skills tokoh |
|  | 3 | Sistem menampilkan keterangan kemampuan sihir tokoh player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar kemampuan sihir tokoh player |
|  | 3.1 | Sistem gagal menampilkan keterangan kemampuan sihir tokoh player |

1. **Status Players**

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| **Use Case Name** | **Status Players** | |
| Related Requirements | Requirement A.6.4 | |
| Goal in Context | Menampilkan keadaan atau keterangan tokoh player | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan informasi status player | |
| Failed End Condition | Gagal menampilkan informasi status player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu status players | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu tokoh |
|  | 2 | Sistem menampilkan informasi status players |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan informasi status players |

1. **Equipment On Players**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Equipment On Players** | |
| Related Requirements | Requirement A.6.5 | |
| Goal in Context | Menampilkan menu perlengkapan yang dipakai tokoh player | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan menu perlengkapan tokoh player | |
| Failed End Condition | Gagal menampilkan menu perlengkapan tokoh player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu equipment on players | |
| Main Flow | Step | Action |
|  | 1  **Include::Select Player** | Sistem menampilkan daftar tokoh player |
|  | 1 | Player memilih tokoh |
|  | 3 | Sistem menampilkan menu equipment on players |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan menu equipment on players |

1. **Select Player**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Select Player** | |
| Related Requirements | Requirement A.6.5 | |
| Goal in Context | Menampilkan menu pilih tokoh player | |
| Preconditions | Player sudah berada di menu equipment on players | |
| Succesful End Condition | Berhasil menampilkan daftar tokoh player dan memilih tokoh yang diinginkan player | |
| Failed End Condition | Gagal menampilkan daftar tokoh player dan gagal memilih tokoh yang diinginkan player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu equipment on players | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar tokoh player |
|  | 2 | Player memilih tokoh yang akan digunakan |
|  | 3 | Sistem menampilkan menu |
|  | 4 | Player memilih menu |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar tokoh player |
|  | 3.1 | Sistem gagal menampilkan tokoh yang dipilih |
|  | 4.1 | Player memilih menu **change equipment players** |
|  | 4.2 | Player memilih menu **optimize equipment players** |
|  | 4.3 | Player memilih menu **clear equipment players** |

1. **Change Equipment Player**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Change Equipment Player** | |
| Related Requirements | Requirement A.6.5.1 | |
| Goal in Context | Menampilkan menu untuk merubah peralatan yang digunakan tokoh player | |
| Preconditions | Player sudah berada di menu equipment on players | |
| Succesful End Condition | Berhasil merubah peralatan tokoh player | |
| Failed End Condition | Gagal merubah peralatan tokoh player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu change equipment on players | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar peralatan yang dimiliki tokoh player |
|  | 2 | Player memilih peralatan tokoh yang akan digunakan kepada tokoh player |
|  | 3 | Sistem menampilkan tokoh yang telah dirubah peralatannya |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan list peralatan yang dimiliki tokoh player |
|  | 3.2 | Sistem gagal menampilkan tokoh yang telah dirubah pelaratannya |

1. **Optimize Equipment Player**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Optimize Equipment Player** | |
| Related Requirements | Requirement A.6.5.2 | |
| Goal in Context | Menampilkan menu untuk merubah peralatan secara otomatis yang di pakai tokoh player sesuai kebutuhan oleh sistem | |
| Preconditions | Player sudah berada di menu equipment on players | |
| Succesful End Condition | Berhasil menampilkan tokoh player yang telah dirubah peralatannya secara otomatis yang di pakai tokoh player sesuai kebutuhan oleh sistem | |
| Failed End Condition | Gagal menampilkan tokoh player yang telah dirubah peralatannya secara otomatis yang di pakai tokoh player sesuai kebutuhan oleh sistem | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu optimize equipment on players | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu optimize equipment on players |
|  | 2 | Sistem menampilkan tokoh yang telah dirubah peralatannya secara otomatis sesuai kebutuhan |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan tokoh yang telah dirubah peralatannya secara otomatis sesuai kebutuhan |

1. **Clear Equipment Player**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Clear Equipment Player** | |
| Related Requirements | Requirement A.6.5.2 | |
| Goal in Context | Menampilkan menu untuk melepaskan peralatan yang digunakan tokoh player secara otomatis | |
| Preconditions | Player sudah berada di menu equipment on players | |
| Succesful End Condition | Berhasil menampilkan tokoh player yang telah lepas dari peralatannya secara otomatis oleh sistem | |
| Failed End Condition | Gagal menampilkan tokoh player yang telah lepas dari peralatannya secara otomatis oleh sistem | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu clear equipment on players | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu clear equipment on players |
|  | 2 | Sistem menampilkan tokoh player yang telah lepas dari peralatannya secara otomatis oleh sistem |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal tokoh player yang telah lepas dari peralatannya secara otomatis oleh sistem |

1. **Formation Players**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Formation Players** | |
| Related Requirements | Requirement A.6.6 | |
| Goal in Context | Menampilkan menu formasi tokoh player | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan menu formation players | |
| Failed End Condition | Gagal menampilkan menu formation players | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu formation players | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu formation players |
|  | 2 | Sistem menampilkan menu formasi player |
|  | 3  Include :: **Change Position Player** | Sistem menampilkan formasi player yang dapat diubah |
|  | 3 |  |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan menu formation players |
|  | 3.1 | Sistem gagal menampilkan formasi player yang dapat diubah |

1. **Change Position Players**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Change Position Players** | |
| Related Requirements | Requirement A.6.6 | |
| Goal in Context | Menampilkan tampilan untuk mengubah formasi tokoh player | |
| Preconditions | Player sudah berada di menu position players | |
| Succesful End Condition | Berhasil menampilkan formasi yang telah diubah player | |
| Failed End Condition | Gagal menampilkan formasi yang telah diubah player | |
| Primary Actors | Player | |
| Secondary Actors | **None** | |
| Trigger | Player memilih menu formation players | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan menu formasi player |
|  | 2 | Player mengubah formasi player sesuai keinginannya |
|  | 3 | Sistem menampilkan formasi player yang telah diubah |
| Ekstensions | Step | Branching Action |
|  | 3.1 | Sistem gagal menampilkan formasi player yang diubah |

1. **Save Game**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Save Game** | |
| Related Requirements | Requirement A.6.7 | |
| Goal in Context | Menampilkan menu save game | |
| Preconditions | Player sudah berada di menu paused game | |
| Succesful End Condition | Berhasil menampilkan menu save game | |
| Failed End Condition | Gagal menampilkan menu save game | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu save game | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu save game |
|  | 2 | Sistem menampilkan menu save game |
|  | 3  Include ::  **Select slot file to save game** | Sistem menampilkan slot file untuk save game |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan menu save game |
|  | 3.1 | Sistem gagal menampilkan slot file untuk save game |

1. **Select Slot File to Save Game**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Select Slot File to Save Game** | |
| Related Requirements | Requirement A.6.7 | |
| Goal in Context | Menampilkan slot untuk save game | |
| Preconditions | Player sudah berada di save game | |
| Succesful End Condition | Berhasil menyimpan di file slot yang dipilih | |
| Failed End Condition | Gagal menyimpan di file slot yang dipilih | |
| Primary Actors | Player | |
| Secondary Actors | **Database** | |
| Trigger | Player memilih slot file to save game | |
| Main Flow | Step | Action |
|  | 1 | Player memilih slot file |
|  | 2 | Sistem menyimpan permainan di slot file yang telah dipilih |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menyimpan permainan di slot file yang telah dipilih |

1. **Game End**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Game End** | |
| Related Requirements | Requirement A.6.8 | |
| Goal in Context | Menampilkan Menu Game End | |
| Preconditions | Player sudah berada di paused game | |
| Succesful End Condition | Berhasil menampilkan menu game end | |
| Failed End Condition | Gagal menampilkan menu game end | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu game end | |
| Main Flow | Step | Action |
|  | 1 | Player memilih menu game end |
|  | 2 | Sistem menampilkan menu game end |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal menampilkan menu game end |
|  | 2.2 | Sistem menjalankan **Exit From Game** |
|  | 2.3 | Sistem menjalankan **Exit To Title** |
|  | 2.4 | Sistem menjalankan **Cancel To Exit Game** |

1. **Exit to Game**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Exit To Game** | |
| Related Requirements | Requirement A.6.8.1 | |
| Goal in Context | Keluar dari permainan | |
| Preconditions | Player sudah berada di menu game end | |
| Succesful End Condition | Berhasil keluar dari permainan | |
| Failed End Condition | Gagal keluar dari permainan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Exit to Game | |
| Main Flow | Step | Action |
|  | 1 | Player memilih exit to game |
|  | 2 | Sistem keluar dari aplikasi permainan |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal keluar dari aplikasi permainan |

1. **Exit To Title**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Exit To Title** | |
| Related Requirements | Requirement A.6.8.2 | |
| Goal in Context | Keluar dari permainan dan kembali ke menu utama | |
| Preconditions | Player sudah berada di menu game end | |
| Succesful End Condition | Berhasil keluar dari permainan dan kembali ke menu utama | |
| Failed End Condition | Gagal keluar dari permainandan tidak berhasil ke menu utama | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Exit to Titlescreen | |
| Main Flow | Step | Action |
|  | 1 | Player memilih exit to TitleScreen |
|  | 2 | Sistem keluar dari permainan dan kembali ke menu utama |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Sistem gagal keluar dari permainan dan tidak berhasil kembali ke menu utama |

1. **Shop**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Shop** | |
| Related Requirements | Requirement A.7 | |
| Goal in Context | Menampilkan menu untuk berbelanja dalam permainan | |
| Preconditions | Player sedang memainkan permainan | |
| Succesful End Condition | Sistem berhasil menampilkan menu | |
| Failed End Condition | Sistem gagal untuk menampilkan menu | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player menekan tombol untuk berinteraksi dengan pedagang | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan menu shop |
|  | 2 | Player memilih menu |
| Ekstensions | Step | Branching Action |
|  | 2.1 | Player memilih menu Buy |
|  | 2.1.1 | Sistem menampilkan menu **Buy Weapon** |
|  | 2.1.2 | Sistem menampilkan menu **Buy Armor** |
|  | 2.1.3 | Sistem menampilkan menu **Buy Potion** |
|  | 2.1 | Player memilih menu **Sell** |
|  | 2.2 | Player menekan tombol kembali |
|  | 2.2.1 | Sistem menampilkan permainan |

1. **Sell**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Sell** | |
| Related Requirements | Requirement A.7.1 | |
| Goal in Context | Menampilkan menu dan menjual barang yang dimiliki player | |
| Preconditions | Player sudah berada di menu shop | |
| Succesful End Condition | Berhasil menjual barang yang dimiliki player | |
| Failed End Condition | Gagal menjual barang yang dimiliki player | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Sell | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar barang yang bisa dijual |
|  | 2 | Player memilih barang yang akan dijual |
|  | 3 | Sistem melakukan pengecekan barang bisa dijual atau tidak |
|  | 4 | Sistem melakukan perintah penjualan |
|  | 5 | Sistem menambahkan uang player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar barang |
|  | 3.1 | Barang tidak bisa dijual |
|  | 4.1 | Sistem gagal menjual barang |
|  | 4.2 | Sistem gagal menambahkan uang player |

1. **Buy Weapon**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Buy Weapon** | |
| Related Requirements | Requirement A.7.2 | |
| Goal in Context | Menampilkan daftar dan membeli senjata yang telah disediakan | |
| Preconditions | Player sudah berada di menu shop | |
| Succesful End Condition | Berhasil membeli senjata yang telah disediakan | |
| Failed End Condition | Gagal membeli senjata yang telah disediakan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Buy | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar senjata yang bisa dibeli |
|  | 2 | Player memilih senjata yang akan dibeli |
|  | 3 | Player memasukan jumlah senjata yang akan dibeli |
|  | 4 | Sistem menambahkan senjata pada tas player |
|  | 5 | Sistem mengurangi uang player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar senjata |
|  | 2.1 | Player tidak bisa memilih senjata |
|  | 4.1 | Sistem gagal menambahkan senjata pada tas player |
|  | 5.1 | Sistem gagal mengurangi uang player |

1. **Buy Armor**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Buy Armor** | |
| Related Requirements | Requirement A.7.3 | |
| Goal in Context | Menampilkan daftar dan membeli senjata yang telah disediakan | |
| Preconditions | Player sudah berada di menu shop | |
| Succesful End Condition | Berhasil membeli senjata yang telah disediakan | |
| Failed End Condition | Gagal membeli senjata yang telah disediakan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Buy | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar senjata yang bisa dibeli |
|  | 2 | Player memilih senjata yang akan dibeli |
|  | 3 | Player memasukan jumlah senjata yang akan dibeli |
|  | 4 | Sistem menambahkan senjata pada tas player |
|  | 5 | Sistem mengurangi uang player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar senjata |
|  | 2.1 | Player tidak bisa memilih senjata |
|  | 4.1 | Sistem gagal menambahkan senjata pada tas player |
|  | 5.1 | Sistem gagal mengurangi uang player |

1. **Buy Potion**

|  |  |  |
| --- | --- | --- |
| **Use Case Name** | **Buy Potion** | |
| Related Requirements | Requirement A.7.4 | |
| Goal in Context | Menampilkan daftar dan membeli senjata yang telah disediakan | |
| Preconditions | Player sudah berada di menu shop | |
| Succesful End Condition | Berhasil membeli senjata yang telah disediakan | |
| Failed End Condition | Gagal membeli senjata yang telah disediakan | |
| Primary Actors | Player | |
| Secondary Actors | **-** | |
| Trigger | Player memilih menu Buy | |
| Main Flow | Step | Action |
|  | 1 | Sistem menampilkan daftar senjata yang bisa dibeli |
|  | 2 | Player memilih senjata yang akan dibeli |
|  | 3 | Player memasukan jumlah senjata yang akan dibeli |
|  | 4 | Sistem menambahkan senjata pada tas player |
|  | 5 | Sistem mengurangi uang player |
| Ekstensions | Step | Branching Action |
|  | 1.1 | Sistem gagal menampilkan daftar senjata |
|  | 2.1 | Player tidak bisa memilih senjata |
|  | 4.1 | Sistem gagal menambahkan senjata pada tas player |
|  | 5.1 | Sistem gagal mengurangi uang player |