Use Case Overview for System <system name>

Assignment in the course PA1435 Objektorienterad design

4/3-17

|  |  |  |  |
| --- | --- | --- | --- |
| Author Name | Social Security Number | Thinking | Writing |
| Simon Lindgren | 960815-1131 |  |  |
| Peter Meunier |  |  |  |
| Viktor Enfeldt |  |  |  |
| Tobias Fast | 961011-6676 |  |  |
| Samuel Asp |  |  |  |

**System Description**

[Nethack](http://www.nethack.org/) is a classic internet game since long before we used to call it “the internet”. The idea of the game is to explore a randomly generated dungeon, collect stuff and use it to fight with other stuff (or not, which may be a better alternative in many cases). The original game is text-based and two-dimensional.

In this adaptation of the game, there are some new avenues of functionality to explore:

* You shall enable using Twitter to dynamically generate the map.
* You may make the game 3D.
* You may make the game dialogue-based rather than ascii-graphics based.
* You shall make a multi-player version of the game.

**Use Case Diagram**

**Description of Actors**

**High-Level Use Cases**

**References**