

CS383: Software Engineering

HW1: Use Cases
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1 Use Cases

1.1 Selection

1.1.1 Unit Selection

Select Unit(s)	Select one or more units
<i>Summary</i>	Player clicks a unit on the game board.
<i>Actors</i>	<ul style="list-style-type: none">• Player
<i>Preconditions</i>	<ul style="list-style-type: none">• Phase requiring unit selection.
<i>Steps</i>	<ul style="list-style-type: none">• Once a phase requiring unit selection begins, the computer highlights all available units.• The user clicks one or more units.• Computer saves the selection state.

1.1.2 Hexagon Selection

Select Hexagon	Record the players hexagon selection.
<i>Summary</i>	The basic action of selecting a hexagon, be it for magic, movement, or attacking.
<i>Actors</i>	<ul style="list-style-type: none">• Player
<i>Steps</i>	<ul style="list-style-type: none">• Player clicks on a hex.• Computer records the hex selection.

1.2 Movement

1.2.1 Move a Unit

Move Unit(s)	Move unit(s) across the map!
<i>Summary</i>	During the movement phase the player selects and moves units.
<i>Actors</i>	<ul style="list-style-type: none">• Player
<i>Preconditions</i>	<ul style="list-style-type: none">• Movement Phase
<i>Steps</i>	<ul style="list-style-type: none">• Select unit(s). (See Unit Selection)• Computer highlights hexagons within range of the selected units.• Player selects an eligible hexagon.• Computer checks if tile has special attributes (a portal for example) and takes action appropriately.

1.2.2 Using a Portal

Teleportation	Give the player the choice to use a portal hexagon.
<i>Summary</i>	If a unit moves on top of a portal, and the player chooses to use it, the computer must move the selected units to another portal location on the map.
<i>Actors</i>	<ul style="list-style-type: none">• Player

Steps

- Player moves on top of a portal hexagon.
 - Player is provided a dialog giving them the option to use the portal.
 - If the player chooses to use the portal the player must then choose to teleport his units individually or as a group.
 - Perform appropriate teleportation.
 - Should an enemy unit occupy an output portal, the teleported units should be retreated by one tile.
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1.3 Misc

1.3.1 View Hexagon Information

View Hexagon Information	Display movement properties and lore (optional).
<i>Summary</i>	Display the hexagons terrain type and movement information. If the tile is a point of interest display its lore.
<i>Actors</i>	<ul style="list-style-type: none">• Player
<i>Steps</i>	<ul style="list-style-type: none">• Select a Hexagon. (See Hexagon Selection)• If the player chooses to see the hexagons information display the relevant information.
