

# **CS383: Software Engineering**

**HW1: Use Cases**  
**Spring 2014**

CS383 A Team

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# 1 Use cases

## 1.1 Main Menu

### 1.1.1 Main Menu: Pregame

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<b>Pregame Main Menu: Initiate a game state.</b>	
<i>Summary</i>	A player initiates the initial state of the game.
<i>Actors</i>	<ul style="list-style-type: none"><li>• Human player</li></ul>
<i>Preconditions</i>	<ul style="list-style-type: none"><li>• The game is not in a active game state.</li></ul>
<i>Primary Sequence:</i>	<ul style="list-style-type: none"><li>• Player choose one of the following:<ol style="list-style-type: none"><li>1. New game</li><li>2. Resume game</li><li>3. Exit game</li></ol></li></ul>

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### 1.1.2 Main Menu: Active Game-play

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<b>Game-play Main Menu: Alter or save game state.</b>	
<i>Summary</i>	A player initiates the initial state of the game or saves the game.
<i>Actors</i>	<ul style="list-style-type: none"><li>• Human player</li></ul>
<i>Preconditions</i>	<ul style="list-style-type: none"><li>• The game has been initialized to the beginning of play or the game is in progress. .</li></ul>

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<i>Primary Sequence:</i>	<ul style="list-style-type: none"> <li>• Player choose one of the following: <ol style="list-style-type: none"> <li>1. New game</li> <li>2. Resume game</li> <li>3. Save game</li> <li>4. Exit game</li> </ol> </li> </ul>
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## 1.2 Resume Game

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<b>Resume game:</b>	<b>Resume a saved state.</b>
<i>Summary</i>	The player restores a previously saved state.
<i>Actors</i>	<ul style="list-style-type: none"> <li>• Human player</li> </ul>
<i>Primary Sequence:</i>	<ul style="list-style-type: none"> <li>• <ol style="list-style-type: none"> <li>1. Selected the name of the saved state.</li> <li>2. Initiate load.</li> </ol> </li> </ul>
<i>Alternative</i>	<ul style="list-style-type: none"> <li>• Resume game is canceled.</li> </ul>

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## 1.3 Save Game

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<b>Save game:</b>	<b>Preserving a game state.</b>
<i>Summary</i>	The player saves the state of the game to resume it at a later time.
<i>Actors</i>	<ul style="list-style-type: none"> <li>• Human player</li> </ul>
<i>Preconditions</i>	<ul style="list-style-type: none"> <li>• A scenario is underway.</li> </ul>

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- Primary Sequence:*
- 1. Name the state to be saved.
  - 2. Initiate save.

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- Alternative*
- Save game is canceled.
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## 1.4 Scenario Selection

### 1.4.1 Scenario Selection

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<b>New game:</b>	<b>Choosing a scenario.</b>
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<i>Summary</i>	The players choose a scenario.
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<i>Actors</i>	<ul style="list-style-type: none"><li>• Human player</li></ul>
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<i>Preconditions</i>	<ul style="list-style-type: none"><li>• Scenario selection has been chosen from the main menu.</li><li>• Players have agreed on a scenario.</li></ul>
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*Primary Sequence:*

- The players Selects from the following scenarios.
  1. War of the league of arrival, 1100 BF
  2. The war of the black Dwarrows, 366 AF
  3. The rise of the Dark Lord, 473 AF
  4. The War of the Great Sword, 502 AF
  5. The Orcish Revolution, 794 AF
  6. The War of X, 799 AF
  7. The 1st Dwarro Orcish War, 846 AF
  8. Gundarchuksson's Weird. 845 AF
  9. The 2nd Dwarro Orcish war, 846 AF
  10. Northern Kingdoms, 867 AF
  11. Imperial Expansion, 877 AF
  12. The Destruction of the ORC, 922 AF
  13. The Conquest of the South, 934 AF
  14. The 3rd War of the League of Arrival, 974 AF

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*Alternative*

- Scenario selection is canceled.
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## 1.4.2 Race Selection

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**New Game:**

**Choosing a race.**

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*Summary*

A player chooses a desired race to represent during the scenario.

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*Actors*

- One of (N) human player allowed in the scenario.

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*Preconditions*

- One of the 14 scenarios has been selected.
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<i>Primary Sequence:</i>	<ul style="list-style-type: none"> <li>• The current player selects a race from the list of races allowed by the scenario.</li> <li>• Next player initiates use case "race selection" or use case "unit placement" is initialized.</li> </ul>
<i>Alternative</i>	<ul style="list-style-type: none"> <li>• The current player returns the game to use case "Scenario Selection".</li> </ul>

### 1.4.3 Unit placement

<b>New game:</b>	<b>Unit placement</b>
<i>Summary</i>	A player places his units one at a time into a legal hex.
<i>Actors</i>	<ul style="list-style-type: none"> <li>• One of (N) human player allowed in the scenario.</li> </ul>
<i>Preconditions</i>	<ul style="list-style-type: none"> <li>• The player representing the race to be deployed.</li> </ul>
<i>Primary Sequence:</i>	<ul style="list-style-type: none"> <li>• Unite Placement <ol style="list-style-type: none"> <li>1. The player initiates the use case "select unit".</li> <li>2. The player initiates the use case "select hex".</li> <li>3. If the player still has units to place or move, returned to step one.</li> </ol> </li> <li>• Player confirms unit placement.</li> <li>• Next player initiates use case "Unit Placement" or the game begins..</li> </ul>

*Alternative*

- The current player returns the game to use case "Scenario Selection".
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