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| Use Case Name: | Battle |
| Goal in Context: | Allow player to challenge the next foe in the Battle Hub. |
| Scope and Level | Must Have and High Level. |
| Pre-Condition(s) | Player must have started a new game, selected their character and found a badge while adventuring to unlock the next foe. They may also load a game where all this has been done already. |
| Success End Condition: | Player has a fight with the next foe in the Battle Hub. |
| Failed End Condition: | Player cannot fight with the next foe in the Battle Hub. |
| Actor(s) | Player. |
| Trigger: | Player clicks on ‘Battle’ button. |
| Normal/Successful Path Description: | 1. Player clicks on battle() button 2. System back end cycles through foe\_list to find the next undefeated foe (ranked in order of difficulty). 3. System back end checks that Player has found enough badges to challenge the Foe. 4. Selected foe is then loaded into the fight with player’s character 5. Foe and Player stats appear so player can adjust fighting tactics. 6. Player can choose to strike(), dodge() or drink() their way to glory. 7. If the Player wins, their health is restored fully and they loot the Foe’s items and gold. The win is recorded within the Character class and the defeated foe will not be available to fight again. 8. If the Player loses, their health is restored fully and so is the Foe’s. The loss is recorded within the Character class and the Foe will be available to fight again. 9. Win/Loss Confirmation appears and Player is returned to main menu. |
| Alternative/Unsuccessful Paths: | 1. A) Unknown error occurs when battle() button is pressed. Bug report request appears for player and they remain in main menu. 2. A) There are no Foes left to defeat. Confirmation that you are Champion appears and you stay in the main menu. 3. A) Not enough badges have been found. Confirmation of not enough badges appears and player advised to adventure. 4. X 5. X 6. A) There are no more health potions in your inventory. Confirmation of no potions appears and it remains your turn to strike() or dodge().   B) Player drinks potion but already has full health. Potion is removed from inventory and health doesn’t increase.  C) strike() or dodge() fails and player receives damage from foe.   1. X 2. X 3. X |