

Detailed Use Cases (Iteration 1) for System TwitterNetHack

Assignment in the course PA1435 Objektorienterad Design

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It is written in the Book of Camaxtli:

After the Creation, the cruel god Moloch rebelled against the authority of Marduk the Creator. Moloch stole from Marduk the most powerful of all the artifacts of the gods, the Amulet of Yendor, and he hid it in the dark cavities of Gehennom, the Under World, where he now lurks, and bides his time.

Your god Camaxtli seeks to possess the Amulet, and with it to gain deserved ascendance over the other gods.

You, a newly trained Digger, have been heralded from birth as the instrument of Camaxtli. You are destined to recover the Amulet for your deity, or die in the attempt. Your hour of destiny has come. For the sake of us all: Go bravely with Camaxtli!

System Description

NetHack is a game that involves traversing a maze-like dungeon called “Mazes of Menace”, in which the goal is to obtain the Amulet of Yendor and escape the dungeon alive. Along with the amulet you are encouraged to loot as much treasure as possible, since you want the most points possible. This will place you on the list of high scores.

The goal of the system is to modify the classic game NetHack by using Twitter to generate dungeons and implementing multiplayer support. It will also be expanded in many ways to achieve more depth in the game.

Detailed Use Cases

Use Case

Movement

Actors

Player

Description

The player indicates that they want to move and in which direction, they move accordingly.

Main Course of Events

Actor	System
1. The player indicates they want to move.	
	2. The player is moved in the specified direction.

Alternative Flow of Events

2. The player isn't moved due to their path being blocked or being stuck.

Use Case

Look Around

Actors

Player, System

Description

The player indicates that they want to look and in which direction, then sees what is there.

Main Course of Events

Actor	System
1. The player indicates they want to look in some direction.	
	2. The player is shown what is in the specified direction.

Use Case

Battling

Actors

Player, Enemy

Description

The player encounters an enemy and chooses to fight. The player and the enemy trade blows until a victory or defeat is declared.

Main Course of Events

Actor	System
1. The player encounters an enemy	
	2. A fighting sequence is initiated.
3. The player and the enemy trade blows.	
4. The player emerges victorious.	

Alternative Flow of Events

4. The player is defeated.

Use Case

Lose

Actors

System

Description

The player's health has dropped to 0 and loses the game, the player is informed of this.

Main Course of Events

Actor	System
1. The player's health drops to 0.	
	2. The player is informed they have lost the game.