List of Use Cases for System TwitterNetHack

Assignment in the course PA1435 Objektorienterad Design

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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.

Use Cases

1. Movement: The user indicates that they want to move and in which direction, they move accordingly..
2. Battling: The user encounters an enemy and chooses to fight. The user and the enemy trade blows until a victory or defeat is declared.
3. Escaping: The user encounters an enemy and chooses to escape. Upon a successful escape the battle is avoided entirely.
4. Look around: The user indicates that they want to look and in which direction, then sees what is there.
5. Manage inventory: The user opens their inventory and is presented with their items, then manages the items in some way.
6. Pick up item: The user finds an item in the dungeon, and then chooses to pick it up.
7. Use item: The user enters their inventory, then chooses an item to use and uses the item.
8. Exit game: The user has finished the game and exits the game.
9. Status check: The user wants to check their current status, upon choosing to do so they are presented with their current status.