Detailed Use Cases (Iteration 1) 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.

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.