

COMP 3004 - Iteration # 1  
 Team Project: Magic Realm  
 Instructor: Jean-Pierre Corriveau  
 Due Date: Tuesday, Feb 24th 2015  
 Team 17: Abe Fehr, Nataly Slewa, Nathan Barton

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File: **modelsTeam17.pdf**

File Description: Includes your use cases and corresponding unbound UCMs

## Use cases

UC-01	Create Game	Traceability
Summary	Player begins a new Magic Realm game	
External Actors	Server	
Triggering Event	Player creates game	
Pre-Conditions	Magic Realm program is open, displaying main menu	
Main Sequence	<ol style="list-style-type: none"> <li>1. Player creates a new Magic Realm game</li> <li>2. When new game is created, game board is generated in Server</li> <li>3. Player must create a character based on the options shown on the lobby screen</li> <li>4. Player distributes 5 free Victory points: Gold, Fame, Notoriety, Treasure and Spell</li> <li>5. Player enters character's name</li> <li>6. Player begins and views game board</li> </ol>	
Result	Player is now in game	
Post-Condition	Player is no longer in the lobby screen and is now viewing game board screen.	

UC-02	Join Game	Traceability
Summary	Player can join an existing Magic Realm game	
External Actors	Server, Player	
Triggering Event	Player joins an existing game	
Pre-Conditions	Magic Realm program is open and a new game is running on the Server	UC-01
Main Sequence	<ol style="list-style-type: none"> <li>1. New player joins an existing game</li> <li>2. New player enters IP address of desired game</li> <li>3. Server allows new Player to enter game</li> </ol>	

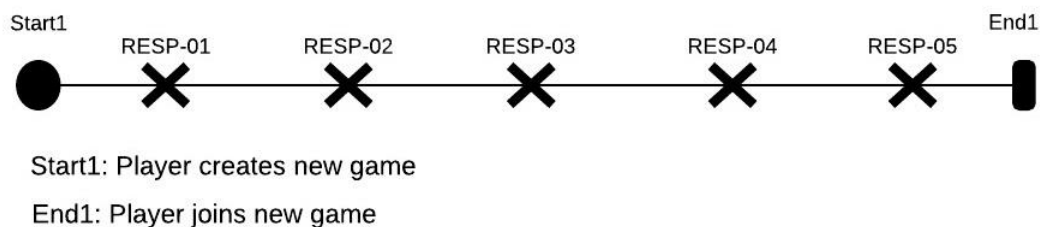
	lobby 4. New player creates character, initializes character's Victory points 5. New player enters game and views game board	
Result	New player is now in existing game in the Server	
Post-Condition	New player no longer in the lobby screen and is now viewing game board screen with existing Players	

(To help with the Unbound UCMS)

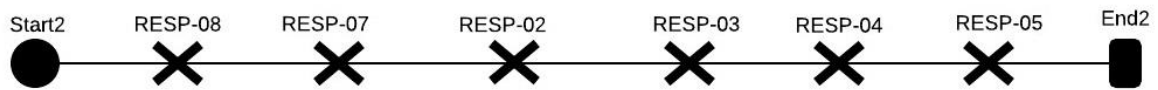
ID	Responsibility	Use Case Steps
RESP-01	Player creates new Magic Realm Game	UC-01-1
RESP-02	Player selects Character	UC-01-3
RESP-03	Player enters character's name	UC-01-5, UC-02-4
RESP-04	Player enters character's initial VP (Victory Points) distribution	UC-01-4, UC-02-4
RESP-05	Player joins game	UC-01-6, UC-02-5
RESP-06	Server is running and displays game board	UC-01-2
RESP-07	Server allows new players to join existing game	UC-02-3
RESP-08	Player enters IP address of game server	UC-02-2
RESP-09	Server allows new Player to enter game lobby	UC-02-3

## Unbound Use Case Maps

### UC-01: Creating a new game



## UC-02: Joining an existing game



Start1: Player enters IP Address to an existing game

End1: Player joins existing game