Use cases:

Title screen use cases:

-Player presses the play button (Player starts new game)

-Player pressing the settings button

-Player presses the credits button

-Player presses the personal best button

\*Player presses Exit Button

\*Player presses View Resumes

Character/World Creation use cases:

-Player creates a new character

-Player deletes a character

-Player resumes the game on a character(click the character)

\*Game generates new World

\*Player inspects character

\*Player renames character

\*Game loads World

Inventory use cases:

-Player Equips items

-Player Deletes items

-Player Edits Loadout

-Player Clears Loadout

-Player Swaps Loadout

\*Player views items/loadouts

-Player views inventory

Game Screen use cases:

-Player finds items

-Player Saves and Quits

\*Player opens the Escape Overlay

-Player Kills enemies

-Player uses item/weapon

-Players hp drops to 0

-Player moves

\*Player interacts with hazardous terrain

\*Player finishes the World

Uncategorized(for now):

**Player Presses Play Button.**

Basic Course: The Player clicks the Play Button on the Title Screen, and the Game displays the Character Select Screen.

Alternative Courses:

Player clicks Quit Button on Title Screen: The Game closes completely.

Player clicks Back Button on Character Select Screen: The Game displays the Title Screen.

**Player Creates New Character**

Basic Course: The Player clicks the Create New Character Button on the Character Select Screen and the Game displays the New Character Overlay. The Player types in a name and Selects the Character’s starting equipment. The Player clicks the Start Button and the Game Generates New World use case is invoked.

Alternative Courses:

Player clicks Back button on Character Select Screen: The Game displays the Title Screen.

Player clicks Cancel button on New Character Overlay: The Game removes the New Character Overlay and shows the Character Select Screen.

Player clicks on Created Character: The Game invokes the Player Resumes Game use case.

**Player Adjusts Settings**

BASIC COURSE:

The Player clicks the Settings Button and the game brings them to the Settings Screen. The Player then modifies the Settings bar (windowed/fullscreen mode, sound, music, brightness, resolution, etc). The Player clicks the Save Button and the game brings the Player back to the Title Screen.

ALTERNATIVE COURSE:

Player clicks the Exit Button: The game completely exits without saving any of the settings.

Player clicks the Cancel Button: The game goes back to the original settings without saving.

**Player Views Credits**

BASIC COURSE:

The Player clicks the Credits button on the title screen and the game brings them to the credits screen. The Player finishes reading the page and clicks Close Button. The game brings them back to the Title Screen.

ALTERNATIVE COURSE:

The Player highlights information on the Credits Screen: The game highlights the text that the user highlighted.

The Player clicks on a name. The Game opens a link to that person’s resume in the Player’s default web browser.

**Player Saves and Quits the game**

BASIC COURSE:

Player presses the escape key from Game Screen and the game shows the Escape Overlay. From the Escape Overlay the Player presses the Save and Quit button. The game saves the game data and stores it into the Local Database. The game finishes saving and displays the Title Screen.

ALTERNATIVE COURSE:

Player clicks the Cancel Button: The game exits the Escape Overlay and the Player plays on.

Player force quits the game somehow: The game exits without saving progression (possible modification later)

**Player views Personal Best**

BASIC COURSE:

Player clicks the Personal Best button on the Title Screen. The game displays the Personal Best Overlay. The Player views his/her scores then clicks the Exit button.

ALTERNATIVE COURSE:

Player has no games played: The game displays the No Games Played overlay.

**Player’s HP equals 0**

BASIC COURSE: From the the Game Screen the Player’s hp reaches 0, The Game displays the Gameover screen, which shows the Player Statistics. The Player clicks the Continue button. The game goes back to the Title Screen.

ALTERNATIVE COURSE: The Player has the Resurrection Item equipped. The Game teleports the Player to the town and removes the Resurrection Item from the Inventory.

**Player Finds Item**

Basic Course: The Player’s Character walks over an Item on the Game Screen and the Game removes the Item from the Game Screen and displays the Item Pickup Overlay. The Game moves the Item from the Not Found Section to the Found Section in the Inventory Overlay.

Alternative Courses:

Character already has Item: The Game removes the Item from the Game Screen, and increments the item count in the Inventory.

The Item is an instant-use: The Game activates the item’s action immediately, and removes it.

**Player Equips Item**

Basic Course: The Player clicks on an Item using the Keybinding they wish to assign to the Item from the Inventory Overlay. The Game updates the Player’s Loadout Bar with the Item and puts it in the slot selected by the Keybinding.

Alternative Courses:

Player hovers the mouse over Item: The Game displays the Item Overlay.

Player Clicks and Drags Item to Loadout Bar: The Game updates the Character’s Loadout Bar with the Item and has it in the selected slot.

Player clicks Close Button on Inventory Overlay: The Game closes Inventory Overlay.

**Player Uses Item**

Basic Course: From the Game Screen the Player clicks the Keybinding designated by a slot in the Loadout Bar. The Game activates the Item that is in said slot using any abilities tied to the Item.

Alternative Courses:

No Item in selected slot: Game disregards keybinding press.

Selected Item Is a Passive Item: Game disregards keybinding press.

Selected Item has a cooldown: Game starts a timer for the Item that must pass before used again.

Selected Item on cooldown: Game disregards keybinding press.

**Swap Loadout**

BASIC COURSE: From the Game Screen the Player opens the Inventory Overlay. The Player clicks on the Loadout Slot they want. The Game sets this as the new current Loadout.

ALTERNATIVE COURSE: The Player presses a Switch Loadout button on the keyboard. The Game sets this as the new current Loadout.

**Clear Loadout**

BASIC COURSE: From the Game Screen the Player opens the Inventory Overlay, and slides the Clear slider to the right. The game unequips all items for that Loadout.

ALTERNATIVE COURSES:

The Player does not slide the Clear slider all the way: The Clear slider returns to its default position. The Loadout does not change.

No items are in the Loadout: Nothing happens.

**Killing Enemies**

**Basic Course:**

On the game screen, an enemy’s health is reduced to 0. The enemy is removed from the game screen, and an item is dropped based on a drop rate. Then an on-death action occurs if the enemy has one.

**Alternative Courses:**

The enemy has a revive item: The enemy is revived with restored hp, and the revive item is removed from the enemy’s inventory.

**Moving**

**Basic Course:**

On the game screen, the player enters the movement key for the direction he/she wishes to move. The game moves the player’s character one unit in that direction.

**Alternate Courses:**

**Character is against a wall or enemy:** If the movement is in the direction of a wall or enemy, the character does not move.

**Character is frozen or paralyzed:** The character does not move.

**Swapping Loadouts**

**Basic Course:**

On the game screen, the player enters a loadout key assigned to one of the character’s loadouts. The items in the loadout are placed in the character’s loadout bar.

**Alternate Courses:**

**No loadout is assigned to the loadout key:** The loadout bar does not change.

**Player is viewing the inventory overlay:** On the inventory overlay, the player clicks the loadout they wish to equip. The items in the loadout are placed in the character’s loadout bar.

Misc info we should remember:

The Player clicks the exit button on the top-right corner: The game exits.

The Player presses alt+f4 while reading Credits: The game exits.