Use Case – Fully Dressed Format

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| **Use Case Name: Combat** | | | **ID:** | | **Priority: High** | |
| **Brief Description:**  **Implement options for combat.** | | | | | | |
| **Actor: Player** | | | | | | |
| **Trigger:**  **Type 🞎 Button Press 🞎 Event** | | | | | | |
| **Preconditions:**  **Character must be in combat.**  **Characters must have stats.**  **Enemies must have stats.**  **Damage calculations must be functional.**  **All combat options must be functional.** | | | | | | |
| **Normal Course**  **Player selects action from menu. Player chooses target. Animation of attack. Enemy unit takes damage. If damage exceeds health, enemy dies. Enemy takes a turn from randomized attack list. Character takes damage. If character damage exceeds health total player dies. If all characters are dead, game over. If all enemies are dead, reward screen.** | | | | **Scripts used to Case**  **Battle.js**  **Character.js**  **Enemy.js** | | |
| **Alternative Course(s):**  **Players use item to escape combat. Players use magic to escape combat. Runaway option is taken.** | | | | | | |
| **Postconditions:**  **If one character is alive, continue game. If none are alive, move to game over screen with option to continue from previous save.** | | | | | | |
| **Exceptions:** | | | | | | |
| **Summary:**  **Inputs Source Outputs Source** | | | | | | |
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