

# Dungeon Crafter Pre-Adventure Scenario

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Once fully implemented, *Dungeon Crafter* will allow users to join groups of other players to participate in adventures. These adventures will consist of a series of levels that will each provide a unique setting with different enemies that the group must defeat. This scenario will define how the user will interact with the system in order to begin playing an adventure. This includes the ability to create an account, enter the main lobby, and join a group. The ways in which these activities relate to one another have been depicted in Figure 1 below.

## “Pre-Adventure” Scenario

The user starts *Dungeon Crafter* by opening the application on their mobile device. Once the application is open the user will see the main screen of the game. This screen will contain the title, located at the top, two user input fields, and two buttons. The input fields will have “hint” messages in them to let the user know what information is needed. The first field will be for their email address and second will be for their password. The two buttons below the input fields will allow the user to either login or sign up if they are a new user.

If the user does not have an account and chooses to sign up, they will be presented with a window that will allow them to enter information such as their email address, desired password, name, and age. After this information is entered and the user presses continue, they will be presented with a new window that will be responsible for the second step in the sign up process, character creation. This will allow the user to customize the character they will use throughout their adventures. The user will be able to specify character aspects such as name, race, and starting class. Once complete, the user will be notified that they have been sent an email for account verification. This email will provide a link the user must click on to verify their account. The user will then receive confirmation and be instructed to return to the mobile application to log in.

Once successfully logged in, the user will enter the “Lobby”. On the left side of the lobby the user will be presented with their character’s statistics such as: Experience – “XP”, Intelligence – “INT” and Strength – “STR”. Additionally, the user will also be shown an image of their character. On the right side of the screen there will be three buttons, each appropriately labeled. These buttons will allow the user to join a group, view statistics, or log out. The view statistics functionality will be incorporated in a future release.

The “Join Group” button on the lobby screen will take the user to a new activity where the user will be able to join a group with four other players. This screen will contain four buttons and one text box. The text box will be used to display a list of other players found and their readiness to

begin the adventure. Two of the buttons will be “READY” and “NOT READY” which will allow the user to notify the other group member of their status. There will also be buttons that will allow the user to either log out or return to the lobby. Once the group of five is formed and all members are ready, the adventure will begin.

**Figure 1 - Pre-Adventure scenario depicted as an activity diagram**

