Dungeon Crafter Adventure Scenario

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This scenario will focus on the actual game play of *Dungeon Crafter*. The game play consists of a set of adventures. Each adventure is made up of 100 levels. Once a group is formed, they will play all 100 levels of the adventure together to its completion. We will create five levels for this scenario. This will allow users to actually play the game and build up their character's experience by defeating enemies and completing levels.

Scenario "Adventure"

The adventure begins once all group members signal that they are ready in the "Find Group Lobby." They do this by pressing the "ready" button. The players then enter the first level of the adventure. The layout of the levels will be grid based and will be viewed from above by the player. At this time, the player will be able to see where the two enemies are placed on the grid and begin to decide their path to reaching them. The players' goal (as a team) will be to defeat both enemies. The strength of the enemies will increase with each level.

Each character in the game will occupy a single grid space. Two characters cannot occupy the same grid space at once. When the level begins, each player will occupy a grid space on the edge of the map next to the entrance of the level. The game then proceeds in a turn-based style. During a player's turn, they have two options. The player can either choose to move their character on the grid, or they can attack. Attacking only has an effect if the player is within range of the enemy based on their character type. If the player chooses to move their character, they will roll a die to determine the number of squares they can move. The player will then use the arrow keys on the screen to move their character. They do not have to use all of their available moves if they do not want to.

Based on the player's character type, they will have different attributes in the game. The Fighter character type will be able to take more damage from enemies, but will need to be in a grid space directly adjacent to an enemy to attack it. The other character type available to players is the Ranger. The Ranger will be able to attack from a distance, up to two grid spaces away from an enemy, but will be more fragile than the fighter and will not be able to take as much damage.

Players will encounter different types of enemies as they progress through the levels. Each type of enemy will possess different attributes. These attributes include the amount of health the enemy has and the amount of damage it can do to players. Some enemies will also be able to attack from a distance. Enemies will attack players that are within their range in between each player's turn. The remaining health of each player and enemy will be visible at all times.

After the adventure is complete, each player will be shown statistics associated with the adventure. These statistics will show players such things as how much damage they dealt throughout the adventure and how much damage they received from enemies. It will also show players how much experience their character gained from completing the adventure. If they have gained sufficient experience to reach their character's next level, this will also be displayed to the user at this time. From here, the user can either choose to return to the lobby or exit the game.

Figure 1 - Use case diagram for Adventure Scenario.