

**Use Case:** Lose Points

**Scope:** Baylor RPG Score application

**Level:** Subfunction-level

**Primary Actor:** Player

**Stakeholders and Interests:**

-Player: Wants to avoid scenarios in which he or she would lose points throughout the RPG.

**Preconditions:**

-A player must be created and have functionality to roam around map to go on missions.

**Success Guarantee:**

-A certain amount of points is deducted from the current players score.

**Main Success Scenario:**

1. Player is in the process of completing a mission but runs out of time.
2. A dialogue box appears on screen notifying the player that he has failed to complete the mission.
3. The points are subtracted from the player's total points
4. The new score is updated.

**Alternative Flows:**

When the player has encountered a battle and loses a life:

1. Points are subtracted from the player's total points
2. The new score is updated and printed to the screen

When the player "buys" more lives:

1. Points are subtracted from the player's total points
2. The new score is updated and printed to the screen

**Frequency or Occurrence:**

-This occurs when the player has lost a battle and/or failed a mission.

**Open Issues:**

- How many points are deducted when you lose a battle?
- How many points are deducted when you fail a mission?
- Where does the player have access to his current score?
- Does having more points have any significance to the player?

**Use Case:** Gain Points

**Scope:** Baylor RPG Scoring

**Level:** Subfunction-level

**Primary Actor:** Player

**Stakeholders and Interests:**

-Player: Wants to participate in challenges/missions in which he or she can possibly increase its overall score. Points can be used to “buy” extra lives if needed.

**Preconditions:** A player must be created and have functionality to roam around map to go on missions.

**Success Guarantee:** A certain amount of points are deducted from the current players score.

**Main Success Scenario:**

5. A player walks around the map until he or she approaches a challenge or mission.
6. The player then decides if he/she would like to accept the mission.
7. Player completes mission successfully.
8. A dialogue box appears on screen notifying the player that he has completed the mission.
9. The awarded points are added to the player’s total points
10. The new score is updated.

**Alternative Flows:**

When the player has encountered a battle and wins:

3. Points are added to the player’s total points
4. The new score is updated and printed to the screen

**Frequency or Occurrence:**

-This occurs when the player has won a battle and/or completed a mission.

**Open Issues:**

- How many points are awarded when you win a battle?
- How many points are awarded when you complete a mission time?
- Where does the player have access to his current score?
- Does having more points have any significance to the player?

**Use Case:** Lose a Life

**Scope:** Baylor RPG Score application

**Level:** Subfunction-level

**Primary Actor:** Player

**Stakeholders and Interests:**

-Player: Wants to participate in challenges/missions in which he or she can possibly increase its overall score. Points can be used to “buy” extra lives if needed.

Enemy: Wants to defeat the player in battle so that the player eventually loses all his/her lives.

**Preconditions:** A player must be created and have functionality to roam around map and compete in battles with his or her enemies. When the player is hit or injured during the game, his health level decreases until it hits 0. The player starts with 3 lives.

**Success Guarantee:** One life is deducted from the players health.

**Main Success Scenario:**

1. A player walks around the map until he or she approaches a battle with an enemy.
2. The player then begins to fight off the enemy.
3. When the player gets hit, then his health goes down.
4. When the health of the current player reaches 0, he or she loses a life.
5. A dialogue box appears, notifying the player that her has lost a life
6. When player loses all 3 lives, the game is over, and the player loses.

**Frequency or Occurrence:**

-This occasion occurs when the player in battling an enemy.

**Open Issues:**

-Is this the only situation where a player can lose a life?

-Is this the only situation where a player can lose a game?