**Use Case: Player Takes Their Turn**

BASIC COURSE

After a battle begins or the Enemy turn finishes, the Player is presented with the Battle Menu containing several options for what the player can do. The Player selects the desired option, such as Action, Item, or Run-away. The corresponding use case is invoked, and a submenu will appear if applicable.

ALTERNATE COURSES

None

**Use Case: Choose Action Option**

BASIC COURSE

The Player is presented with a list of Actions. The Player navigates the menu with the keyboard and selects at least one Action to add to their combo, a queue of Actions. Each Action has a cost associated with it and the Player may only select Actions that they have enough points to afford. When done selecting options, the Player selects presses a key to confirm their Action, after which the Select Target of Actions use case will be invoked.

ALTERNATE COURSES

Player Cancels Action: The Player presses a key to cancel an Action, which will remove the most recently added Action from the queue and refund the cost of it. Canceling when there are no options left in the queue will close the list of Actions and return the Player to the Player Takes Their Turn use case.

Can’t Afford Action: The Player attempts to select an Action that they are unable to afford. The game plays a sound effect to indicate that this Action is invalid, and the Action is not added to the queue.

**Use Case: Terminate Combo Attack List**

BASIC COURSE

The Actions in the Player’s Combo are executed in the order they were selected against the chosen Enemy. For a basic Action, a corresponding animation will play, and the Player will need to input a button at a specific time to land the attack, after which the Enemy takes damage. Some Actions may be more involved. Once all Actions are done, the Enemy Takes Their Turn use case is invoked.

ALTERNATE COURSES

Enemy dies: The selected Enemy runs out of health during the combo. In this case the combo ends early, and the battle ends if no enemies are left.

Player fails Action: The Player fails the input for the Action. The attack will do reduced damage, and the combo may end early depending on the failed Action.

**Use Case: Enemy Takes Their Turn**

BASIC COURSE

After the Player turn ends, an Enemy will choose an Action from a list of Actions innate to that type of Enemy. Enemies may choose their Actions at random or use basic logic, such as using a healing Action when health is below a threshold. This process continues until every Enemy has had a turn. Certain Actions will invoke the Enemy Attacks use case, where the Player may have an opportunity to block or parry the attack.

ALTERNATE COURSES

Enemy has no valid moves: The Enemy will pass and do nothing for the turn.

**Use Case: Move Player Character**

BASIC COURSE

The Player holds one of the directional keys in the overworld. The Player character moves in that direction until the key is released. The Player may also hold a second directional key to move diagonally.

ALTERNATE COURSES

Player is blocked: A wall or some other object is at the location the Player is about to move to. The Player stops moving in that direction.

Contradictory movement: The Player attempts to move up and down or left and right at the same time. The two movements cancel each other out and the Player stops moving on that axis.

**Use Case: Interact with Aggressive NPC**

BASIC COURSE

The Player enters the attack radius of an Enemy in the overworld. The Enemy will then find the shortest path to the Player and begin to chase them. This will continue until the Enemy and Player collide causing a battle to begin.

ALTERNATE COURSES

Enemy stops chasing Player: The Enemy stops chasing the Player if the Player exits the Enemy attack radius, or the Enemy is too far away from its original position. The Enemy walks back to its original position in the overworld.