

Iteration 1 – Use Cases

Use Case UC1: Player uses item from inventory

Scope: Text-based RPG Game (Baylor Edition)

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to use an item from the inventory. Wants easy-to-use interface. Wants game to save progress.

Preconditions: the item is available in the inventory.

Success Guarantee (or Postconditions): Player was able to use the item. Inventory is updated.

Main Success Scenario (or Basic Flow):

1. Player chooses option to access Inventory.
2. System loads Inventory.
3. Player chooses desired item from Inventory.
4. System updates state of Inventory.
5. Player uses the item from Inventory.

Extensions (or Alternate Flows):

*a. At any time, the desired item may not be in Inventory:

1. Player chooses option to access Inventory.
2. System loads Inventory Menu.
3. Player realizes item is not in Inventory.
 - a. If Player chooses another item from Inventory
 - b. Inventory state is updated
4. Player exits Inventory Menu.

Special Requirements:

- Screen is readable.
- Inventory Menu is easy to read.

Technology and Data Variation List:

- Keyboard to control Player and mouse to select Menu and Inventory items.

Frequency of Occurrence:

- Fairly frequent.

Open Issues:

Use Case UC2: Player gains a life

Scope: Text-based RPG Game (Baylor Edition)

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to play a game that is fast and fun. Wants easy-to-use interface. Wants game to save progress.
- Enemy: wants to defeat Player.

Preconditions: Player must be alive.

Success Guarantee (or Postconditions): Player gains one live. Lives list is updated.

Main Success Scenario (or Basic Flow):

1. Player clicks to start a new game.
2. System loads the level.
3. Player starts the new level.
4. Player finds a live.
5. Player gets live.
6. Lives list is updated.

Extensions (or Alternate Flows):

Special Requirements:

- Screen is readable.
- Inventory Menu is easy to read.

Technology and Data Variation List:

- Keyboard to control Player and mouse to select Menu and Inventory items.

Frequency of Occurrence:

- Not that frequent.

Open Issues:

Use Case UC3: Player completes a level

Scope: Text-based RPG Game (Baylor Edition)

Level: user goal

Primary Actor: Player

Stakeholders and Interests:

- Player: wants to finish the current level and start the a new one. Wants easy-to-use interface. Wants game to save progress.
- Enemy: wants to destroy Player.
- Battle: is initiated.

Preconditions: Player has started a level.

Success Guarantee (or Postconditions): Player has successfully completed a level. Game progress is saved.

Main Success Scenario (or Basic Flow):

7. Player clicks to start a new game.
 8. System loads the level.
 9. Player starts the new level.
 10. Player faces an Enemy.
 11. Player defeats the Enemy.
- Player repeats steps 4-5 until all Enemies are defeated.*
12. Player reaches end of level.
 13. System presents message regarding end of level.
 14. Player move on to next level.

Extensions (or Alternate Flows):

*a. At any time, Player may restart level:

1. System loads the level.
 2. Player starts the level again.
 3. Player faces an Enemy.
 4. Player defeats the Enemy.
- Player repeats steps 4-5 until all Enemies are defeated.*
5. Player reaches end of level.
 6. System presents message regarding end of level.
 7. Player move on to next level.

*b. At any time, Player may pause game:

1. System pauses game.
 2. System loads Menu for Player.
 3. If Player does not wish to take further actions, then game is renewed.
 4. Player finds Enemy.
 5. Player defeats the Enemy.
- Player repeats steps 4-5 until all Enemies are defeated.*
6. Player reaches end of level.

7. System presents message regarding end of level.
8. Player move on to next level.

*c. At any time, Player may quit game:

1. Player chooses option to pause game
2. System pauses game.
3. System loads Menu for Player.
4. Player selects the quit game option.
5. System asks Player if he/she wishes to quit game.
6. Player selects “Yes”.
7. System quits game.
8. System shows Main Menu to Player.
9. Player chooses a new option from Menu.

*d. At any time, Player may be defeated by Enemy:

9. Player battles Enemy.
10. Enemy defeats Player.
11. Player loses a life.
12. System updates the Player’s lives.
13. System shows message regarding defeat.
14. System loads Main Menu for Player.
15. Player chooses a new option from Menu.

Special Requirements:

- Screen is readable.
- Menu easy to read.

Technology and Data Variation List:

- Keyboard to control Player and mouse to select Menu and Inventory items.

Frequency of Occurrence:

- Fairly frequent, though the Player may get stuck in a level.

Open Issues: