Interaction Diagram for System *TwitterNetHack*

1. Title Page
    i. Title: Interaction Diagram (Iteration 1)
    ii. Sub-title: "Assignment in the course PA1443 Introduction to Software Design and Architecture"
    iii. 2017-05-07
    iv. Authors and Author Contribution

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1. System Description A version of the game 'NetHack' featuring multiplayer gameplay and a modernized navigation system. The game focuses on exploration and will incoporate Twitter to mutate the games stage generation process based on the content of tweets resulting in a constantly changing and dynamic experience.

2. Prioritised List of Use Cases

    i. Motivation for Priorities

       The uses casese are prioritised by system essentiality.

    ii. Use Cases

Weight	Use Case
0.1	Create game
0.5	Generate Map(Map builder)
0.3	Move
0.1	Encounter, Item
0.3	Use item
0.1	Drop item
0.1	Show inventory
0.1	Encounter, NPC
0.3	Fight NPC
0.1	Ignore Encounter
0.3	Join game

0.3	Get existing map
0.5	Encounter, Player
0.3	Chat with Player
0.5	Generate map(Twitter API)
0.1	Examine item
0.3	Combine item
0.3	Debate NPC
0.5	Challenge NPC
0.3	Trade with Player
0.3	Use item on Player
0.1	Player setup

1. Estimated Velocity Per Iteration

MAX	MIN	AVG
1	2	0.5

1. System events

    i. System Events for Use Case Create game

- newGame()

    ii. System Events for Use Case Move

- move()

    iii. System Events for Use Case Encounter, Item

- move()
- dropItem()

    iv. System Events for Use Case Use item

- useItem()

    v. System Events for Use Case Drop item

- dropItem()

    vi. System Events for Use Case Show inventory

- showInventory()

vii. System Events for Use Case Encounter, NPC

- move()

viii. System Events for Use Case Fight, NPC

- fight()

ix. System Events for Use Case Ignore Encounter

- ignoreEncounter()

2. Interaction diagrams See attachment.