

UC 01 – Load a game from a file

Version	Version	Date	Author	Changes
	1	18.01.2015	Bartsch & Niederhumer	None
Scope & Level	Loading, primary			
Goal in context	Game is loaded and waiting for user input.			
Preconditions	<ul style="list-style-type: none">Have a valid JSON file containing a JTextadventure game.Have Java RE installed on the system.Know how to run a jar file with an argument.			
Successful outcome	Game starts and loads the provided game file.			
Failure outcomes	Failure		Outcome	
	<ul style="list-style-type: none">File not found.File invalid.		<ul style="list-style-type: none">Program exits.Program exits.	
Primary actor	User			
Secondary actors	JTextadventure (System)			
Main scenario	<ul style="list-style-type: none">User: Navigate to jar folder and run the jar with the path to a valid game file.System: Check if the file exists, and parse it.System: Display the start message and wait for user input.USECASE ENDED			
Alternatives	<ul style="list-style-type: none">Program outputs error message, indicating that the file was not found.Program outputs error message, indicating that the file was invalid.			

UC 02 – Enter commands and change game state

Version	Version	Date	Author	Changes
	1	18.01.2015	Bartsch & Niederhumer	None
Scope & Level	Gameplay, primary			
Goal in context	Change current gamestate.			
Preconditions	<ul style="list-style-type: none">Game is successfully loaded.Game is not yet finished.			
Successful outcome	Gamestate has changed via user commands.			
Failure outcomes	Failure		Outcome	
	<ol style="list-style-type: none">Command is invalid.Command parameters are invalid.Requested interaction is not possible.		<ol style="list-style-type: none">State is not changed.State is not changed.The requested action is not performed.	
Primary actor	User			
Secondary actors	JTextadventure (System)			
Main scenario	<ul style="list-style-type: none">System waits for user input.User inputs valid command.System parses command and performs interaction.System displays new state to the user.USECASE ENDED			
Alternatives	<ol style="list-style-type: none">Display error message and possible similar commands.Display error message and possible similar parameters (objects).Display message why the interaction is not possible.			
Related information	<ul style="list-style-type: none">Parameters depend on the interactionObjects are targets for interaction defined in the game file.			