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# Revision History

# Project Description

## Introduction

## Context

## Business Goals

## Domain Model

****

## Actors

Player is a User who plays the game.

# Functional Requirements

## Overview



## Use Cases

### Use Case: Manage Maps

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Create new map

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Edit map

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Edit scenery

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Edit path

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Save map

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### 

### Use Case: Delete map

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Start new game

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Select map

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Play game

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Start enemy attack

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Sell structure

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Buy structure

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Place structure

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Load game

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Exit game

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: Save game

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

### Use Case: View score

**Successful Outcomes:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** |  |
| **Use Case Goal** |  |
| **Actors** |  |
| **Level** |  |
| **Precondition** |  |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

**Alternative Flows:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
|  |  |  |
|  |  |  |

## User Story Conversion

## Business Rules

### BR type 1

### BR type 2

# Non-Functional Requirements

# Design Constraints

# Glossary

## Business Entities

# References