Table of Contents

[1 Revision History 3](#_Toc411596067)

[2 Project Description 4](#_Toc411596068)

[2.1 Introduction 4](#_Toc411596069)

[2.2 Context 4](#_Toc411596070)

[2.3 Business Goals 4](#_Toc411596071)

[2.4 Domain Model 5](#_Toc411596072)

[2.5 Actors 5](#_Toc411596073)

[3 Functional Requirements 6](#_Toc411596074)

[3.1 Overview 6](#_Toc411596075)

[3.2 Use Cases 7](#_Toc411596076)

[3.2.1 Use Case: Manage Maps 7](#_Toc411596077)

[3.2.2 Use Case: Create new map 7](#_Toc411596078)

[3.2.3 Use Case: Edit map 8](#_Toc411596079)

[3.2.4 Use Case: Edit scenery 9](#_Toc411596080)

[3.2.5 Use Case: Edit path 9](#_Toc411596081)

[3.2.6 Use Case: Save map 10](#_Toc411596082)

[3.2.7 Use Case: Delete map 11](#_Toc411596083)

[3.2.8 Use Case: Start new game 11](#_Toc411596084)

[3.2.9 Use Case: Select map 12](#_Toc411596085)

[3.2.10 Use Case: Play game 12](#_Toc411596086)

[3.2.11 Use Case: Start enemy attack 13](#_Toc411596087)

[3.2.12 Use Case: Sell structure 14](#_Toc411596088)

[3.2.13 Use Case: Buy structure 14](#_Toc411596089)

[3.2.14 Use Case: Place structure 15](#_Toc411596090)

[3.2.15 Use Case: Load game 16](#_Toc411596091)

[3.2.16 Use Case: Exit game 16](#_Toc411596092)

[3.2.17 Use Case: Save game 17](#_Toc411596093)

[3.2.18 Use Case: View score 18](#_Toc411596094)

[3.3 User Story Conversion 19](#_Toc411596095)

[3.4 Business Rules 19](#_Toc411596096)

[3.4.1 BR type 1 19](#_Toc411596097)

[3.4.2 BR type 2 19](#_Toc411596098)

[4 Non-Functional Requirements 20](#_Toc411596099)

[5 Design Constraints 21](#_Toc411596100)

[6 Glossary 22](#_Toc411596101)

[6.1 Business Entities 22](#_Toc411596102)

[7 References 23](#_Toc411596103)

# 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** | Map Management |
| **ID** | UC-MM\_01 |
| **Use Case Goal** | Primary actor successfully enters Map Manager |
| **Actors** | Primary Actor: Player |
| **Level** | User-Goal |
| **Precondition** | User has launched the game |
| **Domain Entities** | User, Player, MapManager, Map |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | Notes |
| 1 | Primary Actor indicates intention to enter Map Manager |  |
| 2 | System launches Map Manager |  |
| 3 | System prompts Player to select desired map management options |  |

**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