

Use Case Scenario

UC-01: Configure Simulation

1. System Displays the configuration GUI
2. User fills in data fields
3. System Validates
 - 2.1. If data fields contain incorrect information, display configuration GUI with identified errors
 - 2.2. Else
 - 2.3. Display simulator GUI
3. TUCEW: User sees simulator GUI

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Use Case Scenario - UC2 Run Scenario

0.0	The system displays configuration screen
1.0	TUCBW: User configures the scenario and clicks the Run Simulation button
2.0	The system displays the simulation screen
2.1	Loop for every scene in the scenario simulation
2.1.1	Loop until all characters or all monsters are dead
2.1.1.1	The system simulates all non-playable character and monster actions
2.1.1.2	The system executes UC7 for all playable character actions
2.1.2	If all monsters are dead
2.1.2.1	Award player with treasure
2.2	The system returns to the configuration screen
3.0	TUCEW: User sees configuration screen.

UC6_UseCaseScenario_CP02

0.	The Login page is displayed
1.	The user enter their username and password.
1.1	The user selects if they want to save their password or not.
1.2	The user clicks the submit button.
2.	The system determines if the username and password is correct and if the user is an admin.
2.1	For each username and password entered
2.1.1	Check to see if the username and password is valid.
2.1.2	If username and password is valid (i.e d!= null)
2.1.2.1	Check to see if the user is a user or an admin.
2.1.2.2	Return the appropriate user credentials.
2.1.3	else,
2.1.3.1	The user is neither a user or an admin.
2.1.3.2	User must sign up for an account.
3.	Login susses GUI displayed
3.1	The user is logged in as either user or admin.
4.	The system accordingly displays the correct GUI.
4.1	If user = user
4.1.1	Display the Welcome page.
4.2	else,
4.2.1	Display the Admin control pannel.
5.	The user is logged in and sees the appropriate page.

Use Case 07: Take Turn Scenario

1. User selects a monster from the list and clicks the Attack button
 - 2.1 Simulator GUI passes index of selected Monster to Combat Round Controller
 - 2.2 Combat Round Controller finds selected Monster in list of Monsters stored in Scene Settings
 - 2.3 Combat Round Controller affects Monster's current health appropriately
 - 2.4 Combat Round Controller returns to Simulator Controller
 - 2.5 Simulator Controller updates Simulator GUI with new scenario information
 - 2.6 Simulator Controller continues simulation until further user input is required
3. TUCEW user sees scenario continue