

Team GulDukat

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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.