Use Case 1.1

     logIn

Actors

     Player, System

Description

     The player inserts his/hers username and password into the dedicated box and hits the login button. The system checks the input to see if it matches any in the database.

Concerned user stories: playerLogin

Main flow of Events:

Actor	System
1.The player inserts his/hers username and password	
	2. The system checks the input to see if it matches any in the database (authenticate).
	3. The system response from data base if the username and password was correct.
4. The player log in to the program and start to play.	

Use Case 1.2

     logOut

Actors

     Player, System

Description

     A player hits the logout button, the system return to the state of the program's intro screen

Concerned user stories: playerLogin

Main flow of Events:

Actor	System
1. A player hits the logout button	
	2. The system return to the state of the program's intro screen.
	3. System save the state the game.

Use Case 1.3

saveGame

Actors

Player, System, Server

Description

A player hits the "save game" button, the system saves the state of the game to a text file and resumes the game.

Concerned user stories: saveGame

Main flow of Events:

Actor	System
1.A player hits the save game button	
	2. The system receive the message
4. the player hits the resume button	3. System save the state the game to a text file
	5. System resumes the game when receive the message

Use Case 1.4

loadGame

Actors

Player, System, Server

Description

The player hits the "load game" button. The system displays all saved games and the player chooses which saved game to resume.

Concerned user stories: saveGame

Main flow of Events:

Actor	System
1. The player hits the "load game" button.	
	2. The system displays all saved games
3. The player chooses which saved game to resume	
	4. System resumes the game when receive the message

Use Case 1.5
        movePlayer
Actors
        Player, System
Description
        A player hits any of the arrow keys and the system moves the player 1 square in that direction.

Concerned user stories: movePlayer

Main flow of Events:

Actor	System
1. A player hits any of the arrow keys	
	2. The system receive the message
	3. System moves the player 1 square in that direction
4.The player see movement on screen	

Use Case 1.6
        playerAttack
Actors
        Player, System
Description
        The player presses the "attack button" in order to attack in the direction last moved.

Concerned user stories : playerAttack
Main flow of Events:

Actor	System
1. The player presses the "attack button" in order to attack in the direction last moved.	
	2. The system receive the message and response it.
3. The player chooses which weapon need to attack	
	4. System gun in player possession.
5. The player use the chosen weapon to attack.	

Use Case 1.7

   pickupItem

Actors

   Player, System

Description

   The player walks over an item on the ground, the system adds it to the player's inventory.

Concerned user stories: pickupItem

Main flow of Events:

Actor	System
1. The player walks over an item on the ground	
	2. The system adds it to the player's inventory.
3. The player see item in his or her inventory on screen	
4. The player use the item from inventory.	

Use Case 1.8

   customisePlayer

Actors

   Player, System

Description

   The player iterates through pre-selected ASCII characters. When the player presses the "confirm button", the system assigns that character to the player's current profile.

Concerned user stories: customisePlayer

Main flow of Events:

Actor	System
1. The player iterates through pre-selected ASCII characters	
	2. The system receive the message and change the player's appearance on the screen
3. The player presses the "confirm button" to confirm it.	4. The system got message and assigns that character to the player's current profile.
5. The player see the chosen custom in the profile.	

Use Case 1.9

      generateDungeonWithTwitter

Actors

      System

Description

      When the game session starts, the system gathers data from a selected twitter feed and uses it to generate a dungeon.

Concerned user stories : newWorld

Main flow of Events:

Actor	System
1.system	2.The system gathers data from a selected twitter feed
	3. The system uses it to generate a dungeon.

Use Case 1.10

      generateDungeonWithoutTwitter

Actors

      System

Description

      When the game session starts, the system generates data and uses that data to generate a dungeon.

Concerned user stories: newWorld

Main flow of Events:

Actor	System
1.system	2.The system generates data
	3. The system uses that data to generate a dungeon.

Use Case 1.11
　　　throwItem

Actors
　　　Player, System
Description
　　　When the player presses the dedicated "throw button", the system removes the item from the player's inventory and moves it in the direction that the player is headed.
Concerned user stories : throwItem
Main flow of Events:

Actor	System
1. The player presses the dedicated "throw button"	
	2. The system removes the item from the player's inventory
	3.the system moves the in the direction that the player is headed

Use Case 1.12
　　　connectToMultiplayerSession
Actors
　　　Player, System
Description
　　　The player hits the "multiplayer button", the system shows available online game sessions to join. The player can choose which to join. The system then joins the selected session if there is room for one more player.

Concerned user stories: MultiplayerSession
Main flow of Events:

Actor	System
1. The player hits the "multiplayer button"	
	2. The system receive the message and shows available online game sessions to join
3.The choose which session to join	4. The system then joins the selected session if there is room for one more player and inform it to the player.
4.The player choose yes or no	5. system got the answer , if it was No , system came out from the session
	6. if the answer was Yes, system assign the player to the session
7. The player join to the session and begin to player with other players.	

Use Case 1.13

      ingameChat

Actors

      Player, System, Server

Description

      When the player types a message into the message box and hits the "send button", the system pushes the message to the game session's server.

Concerned user stories: ingameChat

Main flow of Events:

Actor	System	Server
1. The player types a message into the message box and hits the "send button"		
	2. The system receive the message and pushes the message to the game session's server	3. The server got the message from the system and response to the system
	4. The system got the message and show the message in the chat screen	
5. The players see the message from each other.		

Use Case 1.14

      disconnectFromMultiplayerSession

Actors

      Player, System, Server

Description   The player hits the disconnect button to exit from the multiplayer session and the system returns the player to the main menu.

Concerned user stories: MultiplayerSession

Main flow of Events:

Actor	System
1. The player hits the disconnect button to exit from the multiplayer session	
	2. The system receive the message and returns the player to the main menu.

Use Case 1.15
  selfUpdatingWindow

Actors
  Player, System, Server
Description
  The system shall update new events occurring, for example player movements, in the same window.

Concerned user stories: movePlayer, playerAttack, pickUpItem, throwItem,
Main flow of Events:

Actor	System	Server
1. The player send an update to the system for example with the move or attack and …		
	2. The system get the update request and send it to the server	3. The server check the request and fix the request on base of update
		4. the server send the update to the system
	5. The system get the update from server and send it to the player screen.	
6. The player see the update as a move around or attack in his or her screen.		