Use Case 1.1

logIn

Actors

Player, System

Pre-requirements

Self updating window

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:

Alternative flows

2, Player fails to authorize him/herself. The system sends a fail message to the player.

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.

Alternative flows

2. System fails to logout. System presents a fail message to the user.

Use Case 1.3

saveGame

Actors

Player, System, Server

Pre-requirements

Active game session, user, self updating window.

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	Server
1.A player hits the save game button		
	2. The system receive the message	3. In case of multiplayer session, the server saves the state of the game to a text file.
5. the player hits the resume button	4. System save the state of the game to a text file	
	6. System resumes the game when receive the message.	

Alternative flows

3. Failed to save game. Informs player of error.

Use Case 1.4

loadGame

Actors

Player, System, Server

Pre-requirements

Self updating window.

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

Alternative flows

4, System fails to load game. Informs the player of the error.

Use Case 1.5

movePlayer

Actors

Player, System

Pre-requirements

User, self updating window, active game session.

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 receives the message
	3. System moves the player 1 square in that direction
4.The player sees movement on screen	

Alternative flows

2. The system waits for the player to input a valid command.

Use Case 1.6

playerAttack

Actors

Player, System

Pre-requirements

Player, self updating window, active game session.

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 responds to it.
3. The player chooses what weapon to use.	
	4. System damages item in front according to the weapon range

Alternative flows

4. There is no item in front of the player. System does nothing.

Use Case 1.7

pickupItem

Actors

Player, System

Pre-requirements

Player, self updating window, active game session.

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.	

Alternative flows

2. If the player’s inventory is full, system does nothing.

Use Case 1.8

customisePlayer

Actors

Player, System

Pre-requirements

Player, self updating window.

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 receives the message and changes the player’s appearance on the screen
3. The player presses the "confirm button" to confirm it.	4. The system gets the message and assigns that character to the player's current profile.
5. The player see the chosen custom in the profile.	

Alternative flows

4. System outputs to the player “failed to save settings

Use Case 1.9

generateDungeonWithTwitter

Actors

System

Pre-requirements

Self updating window.

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:

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

Alternative flows

2. System sends an error “Failed to generate dungeon” to the player

Use Case 1.10

generateDungeonWithoutTwitter

Actors

System

Pre-requirements

Self updating window.

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.

Alternative flows

3. System sends an error to the player “failed to generate dungeon”

Use Case 1.11

throwItem

Actors

Player, System

Pre-requirements

Player, self updating window, active game session.

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

Alternative flows

2. The player doesn’t have anything to throw, system does nothing.

Use Case 1.12

connectToMultiplayerSession

Actors

Player, System

Pre-requirements

Player, self updating window, server.

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 receives the message and shows available online game sessions to join
3.The player chooses which session to join	4. The system then joins the selected session if there is room for one more player and informs it to the player.
4.The player choose yes or no	5. System get 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 joins the session and begins to play with other players.	

Alternative flows

2. If there are no available games, output “No joinable sessions”

6. System fails to assign, outputs error to the player.

Use Case 1.13

ingameChat

Actors

Player, System, Server

Pre-requirements

Self updating window, active game session, 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 receives the message from the system and response to the system
	4.The system receives the message and shows the message in the chat screen	
5. The players see the message from each other.		

Alternative flows

4. System outputs message failure to the player.

Use Case 1.14

disconnectFromMultiplayerSession

Actors

Player, System, Server

Pre-requirements

Self updating window, server, active game session.

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	Server
1. The player hits the disconnect button to exit from the multiplayer session		
	2. The system receive the message and sends it to the server	3. The server receives the message and removes the player from the server
	4. The system returns the player to the main menu.	

Alternative flows

3. The server fails to disconnect.
4. The system displays an disconnecting error message to the player. The player remains in the multiplayer game.

Use Case 1.15

selfUpdatingWindow

Actors

Player, System, Server

Pre-requirements

None

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 checks 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.		

Alternative flows

2. The system cannot connect to the server.
5. The server cannot connect to the system and the system is stuck waiting for an answer.
6. The player sees nothing change.