Daniel Clayton, Drew Waller

Project1\_Group5

**Use Cases**

**Use Case 1.** Playing\_Shelby\_Center

**History** created 10/29/18 Daniel Clayton

**Description** Player selects the play game option from the start menu, after opening the game executable.

**Assumptions** Player always completes the game when it is started.

**Actors** Player (Primary)

Probability-based system (C++ Random number generator)

**Steps** 1. Player runs executable of program

2. Player selects play game option from text-input menu (Option ‘1’)

3. REPEAT

3.1 Player moves forward 1 position.

3.2 A randomly triggered event occurs (Either none, encounter, puzzle, or exchange.)

3.3 Player’s attributes are updated (Positively or negatively)

3.4 IN PARALLEL

3.4.1 Players attributes are checked to make sure they are non-negative

4. Player wins game after 20 successful non-negative iterations.

**Variations #1** Player may lose game, if any attribute falls to 0 or below.

**Non-Functional High Score Updates:** After a player completes the game, high score needs to be calculated and added to the high score list.

**Issues** Implementation is incomplete and needs to be applied. Classes must be implemented and relationships established using a UML class diagram.