

Iteration 1: Detailed Use Cases

Detailed Use Cases (Iteration 1) for System TwitterNethack
Assignment in the course PA1415 Programvarudesign
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System Description

Nethack is an old game where you walk in a dungeon and explore. Each level has a different landscape which is generated randomly. The objective of the system we are going to develop is to make a similar game where the map is generated by Twitter feeds. The system shall also follow a list of requirements.

ID	Use Case Name	Story Points
1	Player starts a new game	15
15	Item interaction	15
20	Player dies	10
4	Player interacts with new item	10
5	Player interacts with gear in his backpack	10
16	Enter new cave	20

Use Case #1

Use Case: Player starts a new game

Actors: Player

Description: The player starts the game and sees an opening screen with two options: Start a new game or join an existing game. The player selects “new game”

Concerned user stories: 1

Main Course of Events:

Actor	System
1. Players starts the game	
	2. System displays an opening screen with a menu
3. Player selects the item “New game” on the menu	
	4. System starts a new game

Alternate flow of events: None

Use Case #15

Use Case: Item interaction

Actors: Player, System

Description: Display interaction options for item based on item type. Player can choose from the options and the system will execute it.

Concerned user stories: 3, 4

Actor	System
1. Player opens his backpack	
2. Player selects an item and enter “use”	
	3. System executes the items function

Alternate flow of events:

1. Item has no uses, system informs player
2. Player has no item in his backpack, system displays message to the user

Use Case #20

Use Case: Player dies

Actors: System, Player

Description: Player sets off event that leads to player Characters HP becoming 0. Game over screen appears and then the player is taken to title screen.

Concerned user stories: 11

Actor	System
Actor	System
1. Player gets injured and health points become 0	
	2. System ends game session
	3. Player is taken to the title screen

Alternate flow of events: None

Use Case #4

Use Case: Player interacts with new item

Actors: Player

Description: Player finds item in labyrinth

Concerned user stories: 3

Main Course of Events:

Actor	System
	1. System informs about found item
2. Player press key to interact with item	
	3. System display information about item
4. Player saves item or lets it stay on the ground.	
	5. System saves data about items state

Alternate flow of events: 3. The item does not have any actions, system displays a message to the user that no actions exists.

Use Case #5

Use Case: Player interacts with gear in his backpack.

Actors: Player, System

Description: Player gets information about gear and items.

Concerned user stories: 3, 4

Main Course of Events:

Actor	System
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Actor	System	
1. Player enters item menu		
	2. System display gear and items	
3. Player marks item or gear		
	4. System display information about item	
5. Player exit menu		
	6. System save any new state of item or gear	

Alternate flow of events: 3. Player do not have any items in his backpack

Use Case #16

Use Case: Enter new cave

Actors: Player, System

Description: On entering a new cave the system informs the player about information and the owner of the cave.

Actor	System
1. Player enters cave	
	2. System displays a text about the cave and it's owner

Alternate flow of events: None