

List of Use Cases for System TwitterNethack

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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.

Description of Actors

Player: The player who is playing the game

System: The operating system as in the game itself

Use Cases

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
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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

Use Case #2

Use Case: Player joins an existing 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 “Join an existing game”.

Concerned user stories: 2

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 “Join an existing game” from the menu	
	4. System display a list of existing games that the user may join
5. Player selects a game from the lists and joins the game	

Use Case #3

Use Case: User sets up his player

Actors: Player

Description: The player starts the game and selects “Setup player” from the menu.

Concerned user stories:

Main Course of Events:

Actor	System
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Actor	System
1. Players starts the game	
	2. System displays an opening screen with a menu
3. Player selects "Setup player" from the menu	
	4. System displays input values for creating a player

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

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
1. Player enters item menu	

Actor	System
	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

Use Case #6

Use Case: Interact with character

Actors: Player, System

Description: A player enters a dungeon and discovers a character. Player presses key to start a dialog between the two. The system displays the dialog.

Concerned user stories:

Actor	System
1. A player discovers a character	
2. Players presses key to start dialog	
	3. Displays a dialog

Use Case #7

Use Case: Drop an item

Actors: Player, System

Description: A player in a dungeon opens his backpack. The system displays the gear and items. The player selects an item and presses a key to remove the item. On completion, the system removes the item from the backpack.

Concerned user stories: 3, 4, 6

Actor	System
1. Player opens his backpack	
	2. System displays the player's gear and items
3. Player selects an item	
4. Player presses remove	

Actor	System
	5. System removes the item from users backpack

Use Case #8

Use Case: Use default item action

Actors: Player, System

Description: A player in a dungeon enters a command to open his backpack. System displays the backpacks inventory. The player selects an item and type “use”. The system executes the items default action.

Concerned user stories: 3, 4

Actor	System
1. Player opens his backpack	
	2. System displays the player’s backpack
3. Player selects the item and type “use”	
	4. The system executes the items default action

Use Case #9

Use Case: Send chat message

Actors: Player, System

Description: A player in a dungeon types “chat”. The system displays a list of chat messages sent between players in the same dungeon and notifies the other players that a new player has joined. The player enters a message and presses enter. The system receives the message and displays it to all the players in the room.

Concerned user stories: 5, 7

Actor	System
1. Player enters “chat” in the input field	
	2. The system displays a chat log
	3. System notifies the others players that a new player has joined the chat
4. The player enters a message and presses enter	

Actor	System
	5. The system receives the message and displays it to the other players in the room

Use Case #10

Use Case: Enter chat room

Actors: Player, System

Description: A player in a dungeon types “chat”. The system displays a list of chat messages sent between players in the same dungeon and notifies the other players that a new player has joined.

Concerned user stories: 5, 7

Actor	System
1. Player enters “chat” in the input field	
	2. The system displays a chat log
	3. System notifies the other players that a new player has joined the chat

Use Case #11

Use Case: Leave chat room

Actors: Player, System

Description: A player has entered a chat room. The player types leave. The system notifies the players in the same room that the player has left and the player returns to the game.

Concerned user stories: 5, 8

Actor	System
1. Players enter “leave” in the input field	
	2. System notifies the other players that the player has left
3. Player returns to game view	

Use Case #12

Use Case: Use item on another player

Actors: Player, System

Description: A player of the game opens his backpack. The player selects an item and enters the name of the person he wants to use it on. The system responds with the appropriate action of the used item.

Concerned user stories: 3, 4, 9

Actor	System
1. Player opens his backpack	
2. Player selects an item	
3. Player enters the name of the person to use the item on	
	4. System responds with the appropriate action of the used item

Use Case #13

Use Case: Give item from backpack to another player.

Actors: Player, System

Description: A player of the game opens his backpack. The player selects an item and enters the name of the person he wants to send it to. The system removes the item from the users backpack, and adds it to the other users backpack.

Concerned user stories: 3, 4, 10

Actor	System
1. Player opens his backpack	
2. Player selects an item	
3. Player enters the name of the person to send the item to	
	4. System removes item from players backpack and add the item to the other players backpack

Use Case #14

Use Case: Use items default action on pickup

Actors: Player, System

Description: An item is picked up. The system informs the user about option for the item. Player chose "use". The system executes the default action for the item.

Concerned user stories: 3

Actor	System
1. Player opens his backpack	
	2. System display possible uses of the item
3. Player choses "use"	
	4. The system executes the default action for the item

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

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

Use Case #17

Use Case: Scan page for other timelines

Actors: System

Description: Scan the page for other timelines. Create 1 to 3 exits to other caves. One exit shall lead back to the previous cave.

Concerned user stories: 13

Actor	System
1. Player enters “scan” in the command field	
	2. System scans the page
	3. System creates cave

Use Case #18

Use Case: Falling rocks

Actors: System, Player

Description: During labyrinth creation some areas gets artifact for falling rock, when player steps on that area a rock falls and player lose a predetermined health point.

Concerned user stories: 11, 12

Actor	System
1. Player steps on an area where rocks can fall	
	2. System lets the user know that he has been hit by a rock
	3. System removes health points from the player

Use Case #19

Use Case: Falling rocks hit armor

Actors: System, Player

Description: During labyrinth creation some areas gets artifact for falling rock, when player steps on that area a rock falls and depending on size or other attributes may or may not damage the armor.

Concerned user stories: 12

Actor	System
1. Player with increased armor steps on an area where rocks can fall	
	2. System lets the user know that he has been hit by a rock, but he was protected by his armor

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