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Project Title: Adventure Hunt Puzzle

Actors:

* Player

* Game System

* Resume Game

Use Cases:

* Register Player

* Login Player

* Start Game

* Solve Puzzle

* Get Hint

* View Score

* View Leaderboard

* Exit Game

* Pause Game

Relationships:

* Player → Register Player

* Player → Login Player

* Player → Start Game

* Player → Solve Puzzle

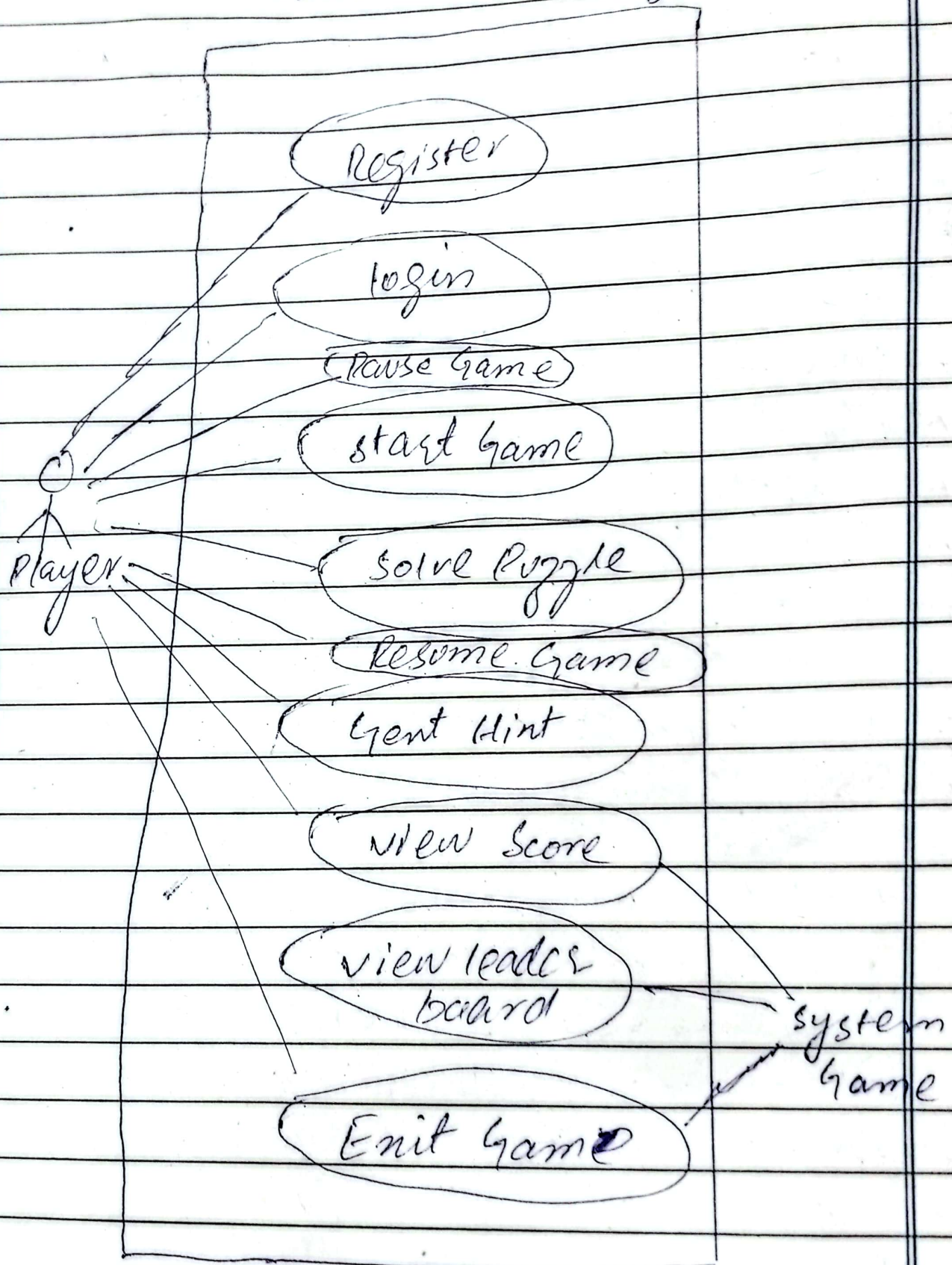
* Player → Get Hint

* Game System → View Score

* Game System → View Leaderboard

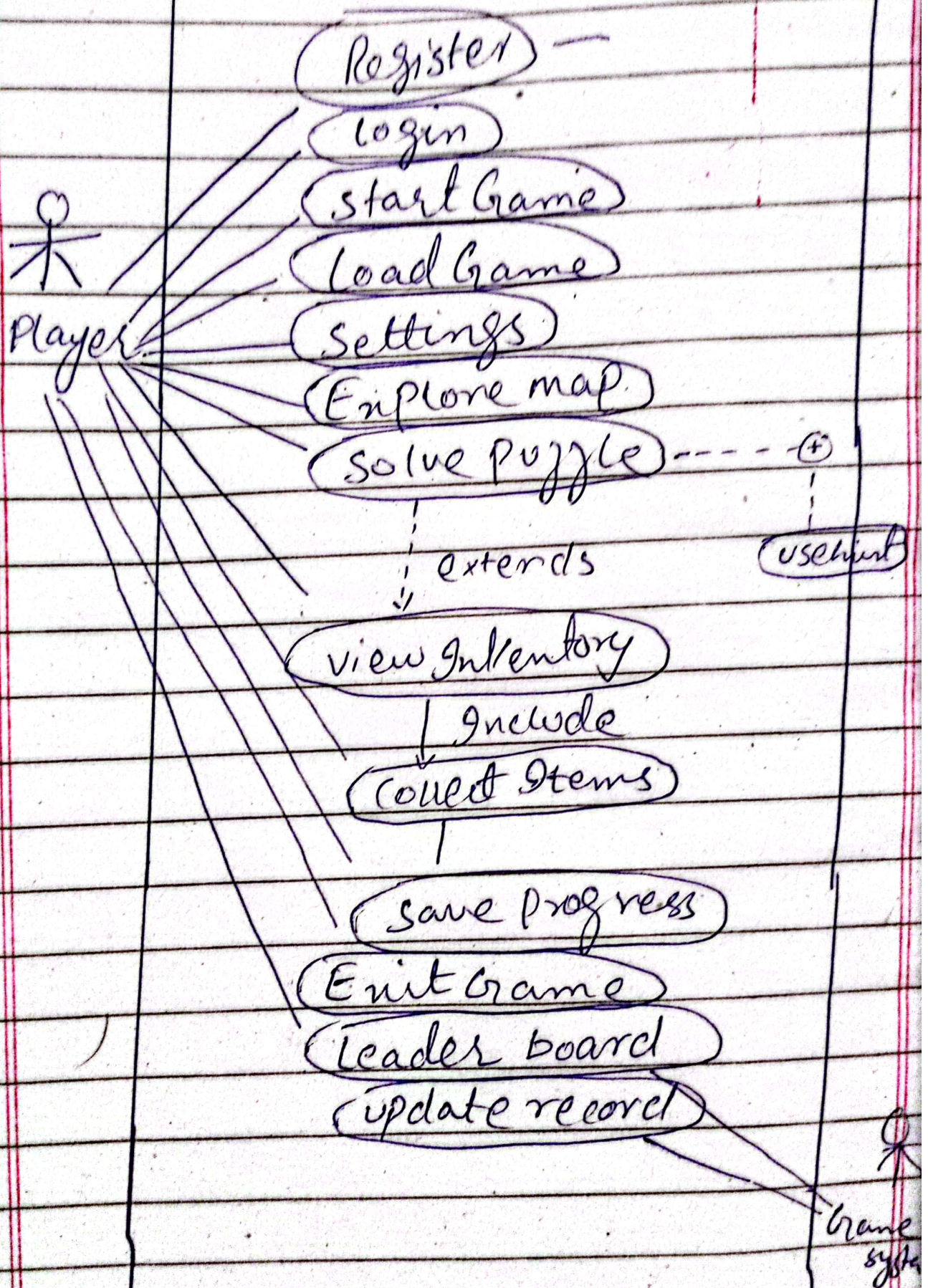
Diagram:

Adventure Hunt Puzzle



use case Diagram

Fully Dressed Use Case



SSD For "Start New Game"

Actor: Player:

- 1. Press "start game"
- 2. display game map
- 3. select difficulty

SSD For "Solve puzzle"

- 1. tap on puzzle
- 2. show puzzle interface
- 3. enter solution

SSD For "Use Hint"

- 1. Press hint
- 2. Check hint availability
- 3. show hint text / visual

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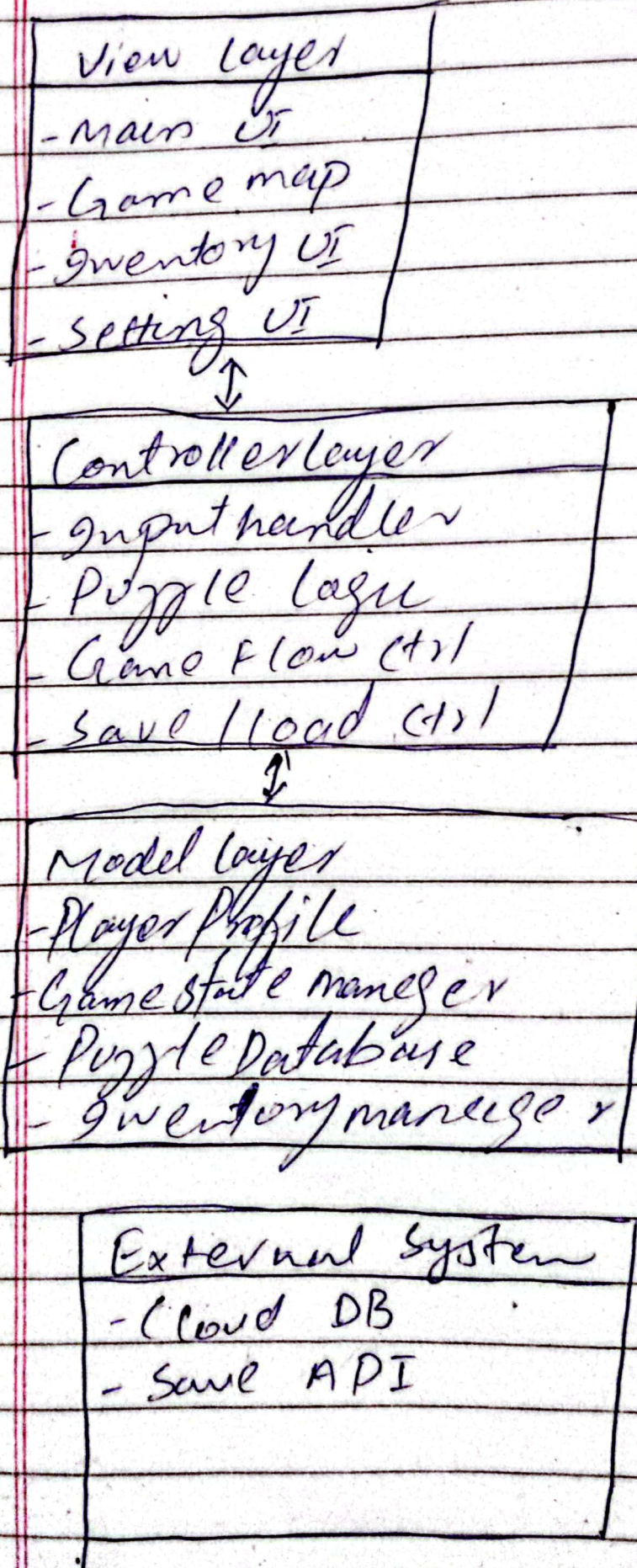
M T W T F S

Model View Controller:

MVC architecture is ideal because

- model handles game logic
- view manages visual display
- controller manages user input

Package Diagram:



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(M)(T)(W)(T)(F)(S)

System Events:

Use Case	(Event) Actor Action	System Response
Register	Enter user detail	validate
login	login(username)	validate credi
start game	startNewGame()	initialize Game
solve puzzle	Submit solution	check correctness
Use hint	request hint	fetch & display
collect items	collect items	add items
Save Game	load save Game	Persist current
load Game	update save Game	fetch last save
Adjust	update settings	apply new settings

Class Diagram: