

Use Case Narratives for Rokue-Like Game Project

Use Case 1: Start New Game

Actors: Player, System

Description: The player begins a new game session, initializing Build Mode and preparing the halls for customization.

1. Main Success Scenario:

- The player clicks "Start New Game" from the main menu.
- The system initializes the game by creating empty halls in Build Mode.
- The system transitions to Build Mode and displays the layout grid.

2. Extensions:

- [E1]: If there are system initialization errors, the game displays an error message and returns to the main menu.

Use Case 2: Build Mode

Actors: Player, System

Description: The player customizes each hall's layout by placing objects and defining potential rune hiding spots.

1. Main Success Scenario:

- The player places objects, walls, and hiding spots on the grid.
- The system validates placement to ensure all grid tiles and object requirements are met.
- Once satisfied, the player finalizes the layout and transitions to Play Mode.

2. Extensions:

- [E1]: If object placement overlaps or violates grid constraints, the system highlights the invalid placements.

Use Case 3: Navigate Hall

Actors: Player, System

Description: The hero explores the hall while avoiding obstacles and searching for the hidden rune.

1. Main Success Scenario:

- The player presses arrow keys to move the hero.
- The system updates the hero's position and checks for collisions or interactions.
- If there are no obstacles, the hero progresses through the hall.

2. Extensions:

- [E1]: If the hero moves into a wall, the system cancels the movement and provides feedback.
- [E2]: If a monster is encountered, the system triggers a combat sequence.

Use Case 4: Find Rune

Actors: Player, System

Description: The hero interacts with objects to locate and collect the hidden rune.

1. Main Success Scenario:

- The player clicks an object adjacent to the hero.
- The system checks if the object contains the rune.
- If the rune is found, the system unlocks the exit and notifies the player.

2. Extensions:

- [E1]: If the clicked object does not contain the rune, the system provides feedback ("No rune found here").
- [E2]: If the timer runs out before the rune is located, the game ends in defeat.

Use Case 5: Interact with Enchantment

Actors: Player, System

Description: The hero collects and uses enchantments for strategic advantage.

1. Main Success Scenario:

- The system notifies the player of an enchantment spawn.
- The player clicks the enchantment to collect it, and it is stored in the bag.
- The player uses the enchantment to trigger its effect.

2. Extensions:

- [E1]: If the enchantment is not clicked within its active duration, it disappears.
- [E2]: If the enchantment is used in an invalid scenario, the system cancels the action and provides feedback.

Use Case 6: Avoid Monster

Actors: Player, System

Description: The hero evades monsters and dodges attacks using movement or enchantments.

1. Main Success Scenario:

- The system spawns a monster at a random location.
- The player moves to avoid the monster's attack.
- The player uses defensive enchantments to mitigate damage.

2. Extensions:

- [E1]: If the hero is hit by a monster, the system deducts a life.
- [E2]: If a Luring Gem is used, the monster moves away from the hero.

Use Case 7: Pause/Resume Game

Actors: Player, System

Description: The player pauses the game and resumes when ready.

1. Main Success Scenario:

- The player clicks the Pause button.

- The system halts gameplay and displays the pause menu.
- The player clicks Resume to continue gameplay.

2. Extensions:

- [E1]: If the game remains paused for an extended period, the system prompts the player to resume or save progress.