Tower Defense Game Use Case Review Response

Dana Freudenberger, Dylan Pruitt

1. Actors: Depending on game format there may need to be an additional actor to handle the ‘score screen’ aspect. If there are scores from other users, using additional actors in the diagram might be suggested.

This is an entirely single player game, and there are no other systems that the game is interacting with so we do not feel that another actor is warranted.

1. Use Cases:
   1. Overall, it is difficult to determine the flow of the program as a whole from the use cases presented.
   2. The positioning of the ‘edit options’ case seems to break a chain of logic. It seems that changing settings for specific levels would be done after or during the level selection. There should possibly be some sort of association between the two.

We mislabeled the “level options” use case and have corrected it to make the meaning more clear

* 1. There also seems to be little description of in game activities. It seems that a use case diagram for a game should chart the controls and user decisions during gameplay, not just the navigation of the menus.

The best you can really do here is to chart the phases of the game (place/upgrade towers, defend from wave) but the actions in those phases can be performed at anytime.

* 1. Having a generalization to ‘end game’ from both ‘win’ and ‘lose’ does not make sense. Possibly a ‘display outcome’ would better suit the purpose of a use case. Also, quitting should extend nearly every use case. The user should always be able to choose to quit.

Fixed in our model.

* 1. From the ‘score screen’ use case the user must go back to the ‘end game’ to quit. The diagram implies that the score screen is a trap.

The “quit” use case is merely indicative of what kind of message the display outcome use case will display. This is just confusion due to our previous, bad, label here.

* 1. During ‘play game’ there should be a trigger to pause the game or something of that sort to imply that the game can be stopped.

Added a use case to show the ability to pause the game.

