```
Mattias the Acolyte          St:11 Dx:10 Co:16 In:10 Wi:18 Ch:10   Neutral
Dlvl:2  $:238 HP:22(22) Pw:44(44) AC:4  Xp:3/71 T:575
```

3 Week Roll Call Assignment

Assignment in the course PA1435 Objektorienterad Design

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Henry Bergström	19920924-3113	All	None
Daniel Fredriksson	19941206-3415	All	None
Oliver Glandberger	19940731-2299	All	All

Blekinge Tekniska Högskola

System Description

The goal of the system is to allow the player(s) to create characters to explore and survive randomly generated labyrinth-like dungeons. Within the dungeon players can interact with NPC's, items, the environment, and even other players within multiplayer.

The algorithm that controls all random generation uses information taken from a specific twitter feed. This twitter feed will be chosen by the player before beginning the game.

Use Cases

1. Character Creation

The player creates a character. The character's 'head', 'torso' and 'legs' are chosen from a limited selection. Following this, the player chooses a name and the character creation is finished. The system prepares and stores the character for the game.

2. Create A Singleplayer Game

The player provides a twitter link. The player starts the game and the system begins generating content based on the twitter link. The game starts.

3. Create A Multiplayer Game

The player provides a twitter link and a lobby name. All the players in the lobby share a chat. The player is presented with the option to 'kick' other players, 'disband the lobby', or 'start' the game. The player starts the game and the system begins generating content based on the twitter link. The game starts.

4. Join A Multiplayer Game

The player specifies a specific lobby name. The player joins the lobby and is presented with a lobby chat. The player chats with other lobby members. The host starts the game and the system begins generating content based on the twitter link. The game starts.

5. Player Movement

The player walks north. The top-down camera follows the player north.

6. Player-Environment Interaction

The generated labyrinth causes the player to walk south. The player finds a chest, opens it and receives some items. The player's inventory is updated. The player avoids falling rocks but triggers a spike trap. The player's health is updated negatively. The player finds the current level's ladder, and continues to the next level.

7. Player-Hostile NPC Interaction

The player encounters a hostile monster. Wielding a weapon, the player maneuvers around the monster attacking it and dodging incoming attacks. The player deals damage to the monster. The monster's health is updated. The monster runs out of health and dies.

8. Player-Unknown NPC Interaction

The player encounters a neutral wizard. A dialogue is displayed between the wizard and the player. The player is presented with a list of responses. The player selects an option which pleases the wizard. The player receives an item. The inventory is updated. The player initiates another dialogue with the wizard. The player selects a new response. The wizard becomes triggered and turns into a hostile NPC.

9. Player-Player Interaction

Player 1 uses a health potion on a nearby player 2. Player 1's inventory is updated and player 2's health is updated.

10.Player Inventory

The player opens their inventory. The player destroys one item, the player equips a sword, and the player uses a health potion. After each interaction, the inventory is updated.

11. In-game Chat

The player initiates the chat box, writes a message, and confirms the message. The message is broadcasted to all players. Two other players respond. The chat box is updated for each message.

12. Trading

The player approaches another player and initiates a trade. A trade window is presented to both players. Both players add items to their trade windows. Both players 'accept' and the trade is finished. Both players' inventories are updated.