CMPT 276 Group 15 Use Case Document

Use Case: Special Tiles

Primary Actor: Player

Secondary Actor: Items in tiles

Goal in Context: To update player's items inventory alongside player's score after interaction

Trigger: The player and the item are in the same position.

Preconditions:

- Rooms are made with items are ready to be picked up and placed in their positions

Scenario:

1. Player: Moves into the same tile as where a treasure item is located
2. Player: Score or item inventory is updated
3. Room: The item is flagged and no longer available to be collected in future instances.

Exceptions:

- Players move into a tile in which the location of the treasure item coincides, however the treasure item has already been collected previously.
- Player moves into a tile with a trap that does enough damage to the player such that the score is less than zero, thus the player loses.
- Player moves into the tile with treasure items, and the score is updated.
- Player moves into the tile with the grave of the boss, activates the boss into chasing the player and the exit tile is now available to be accessed by the player as the regular reward treasure is added to the items' inventory.
- Player moves into tile with a weapon or key, which is added to the items' inventory of the player

Priority: Essential

Available When: Map is created and collectible items exist on the map.

Frequency: Depends on the number of items available on the map.

Open Questions: n/a

Use Case Name: Enemy punishment

Prime Actor: Player

Secondary Actor :   Zombie, Skeleton, or Guard

Goal in Context: Kill the player resulting in a game over.

Trigger: The player and the enemy are in the same position.

Preconditions: Enemies are generated randomly by the system. After spawning, the enemies must chase the main character.

Scenario:

1. Player: Enters input and moves into an enemy
2. Player: Health is depleted to zero
3. System: Ends the game and shows "lose" screen

Exceptions:

- Players may enter invalid input and thus result in no net movement, however the enemy may move into the player, which will still result in loss.

Priority: Essential

Frequency of Use: Once per per game session

Open Questions: N/A

Use Case Name: Exiting Map

Primary Actor: Player

Goal in Context: The player exits the map and wins the game.

Trigger: The player is at the exit location on the map.

Preconditions: Player must have collected all required treasures.

Scenario:

1. Player: Enters input and thus moves into the exit tile on the map.
2. System: Checks if player has collected all required treasure
3. System: If required treasure is collected, the game session is ended and results alongside score is displayed on screen.

Exceptions:

- Player does not have enough treasure.

Priority: Essential

Available When: Anytime

Frequency of Use: Depends on how many times the player enter the exit

Open Questions: N/A

Use Case Name: Player Loses Game if Score Goes Below Zero

Prime Actor: Player

Goal in Context: The player lose

Trigger: The player's score below zero

Preconditions: The player get trapped with very low score

Scenario:

1. Player: Moving
2. Player: Moves into a tile with trap
3. System: Check whether the score more than zero after interaction
4. System: If the player's score below zero, Display a text informing the player that the game has failed and show "loss" screen

Exceptions: The player's score is more than zero

Priority: Essential

Frequency of Use: Depends on player's score

Open Questions: N/A

Use Case Name: Enter Rooms

Prime Actor: Player

Secondary Actors: Rooms, Doors

Goal in Context: Players are able to enter rooms if they have the right key.

Trigger: The player equipped standing in a tile with a door

Preconditions: The player has the correct key in the items inventory

Scenario:

1. Player: Moves into tile with door
2. System: Checks whether player has the correct key corresponding to the door
3. System: If the key matches, the door's state is now forever open.
4. Player: Transported to the other room the door leads to

Exceptions:

- If the door is locked and the player does not have the right key, the player will not be able to enter into the other room and will stand in front of the locked door.

Priority: Essential

Frequency of Use: Number of times player attempts to access the door

Open Questions: N/A

Use Case Name: Move Character

Prime Actor: Player

Goal in Context: Make the character move as the player wants

Trigger: Player decides on which direction to move

Preconditions: Player has a keyboard connected

Scenario:

1. Player: tap 'Left'
2. System: Move the character to left for one space
3. Player: observe the enemy position and the treasure position and come up next movement

Exceptions: 1.There is no space for the player to move
                     2.The player does not input the correct order that can move the character

Priority: Essential

When available: First increment

Frequency of Use: Many times, depends on the player

Open Questions: N/A