

Detailed Use Cases (Iteration 1)

Assignment in the course PA1415 Software Design

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System Description

Our interpretation of the assignment is to plan a game that fulfill the minimum requirements of the customer. We want players that are happy with the experience of the game. Everything we promise should be realized. We want a well documented and planned project so it is easy to maintain.

Detailed Use Cases

Title: Offline map generation

Actor: Player

Description: A map of the labyrinth is generated

Precondition: No precondition

Flow:

1 Player chooses to create a map offline

2 System generates a map

Alternative flow:

Title: Start new game

Actor: Player

Description: Player clicks the button start new game

Precondition: Start menu and button

Flow:

1 Player presses button start new game

2 System starts new game

Alternative flow:

Title: Character Creation

Actor: Player

Description: Player sets up their character

Precondition: Player clicks start new game

Flow:

1 Player enters name of their character

2 System stores character name

Alternative flow: 2. System rejects name because of forbidden characters

Title: Move character

Actor: Player

Description: Moves around it's player character in the game world

Precondition: A generated world, a character

Flow:

1 Player presses a key on the keyboard to move character in a direction

2 The system moves the character in a direction with a velocity until the player stops pressing the key

Alternative flow: 2. System does not move character as there is an obstacle in the way

Title: Pick up item

Actor: Player

Description: Picks up an item from the game world into the inventory

Precondition: A world, an item and a character

Flow:

1 Player walks up to item

2 Player chooses to pick up the item

3 System moves the item into the player's inventory and removes it from the game world

Alternative flow: 3. The item is either too heavy or the player does not have enough space in his/her inventory