

Use Case Overview for System TwitterNethack

Assignment in the course PA1415 Software Design

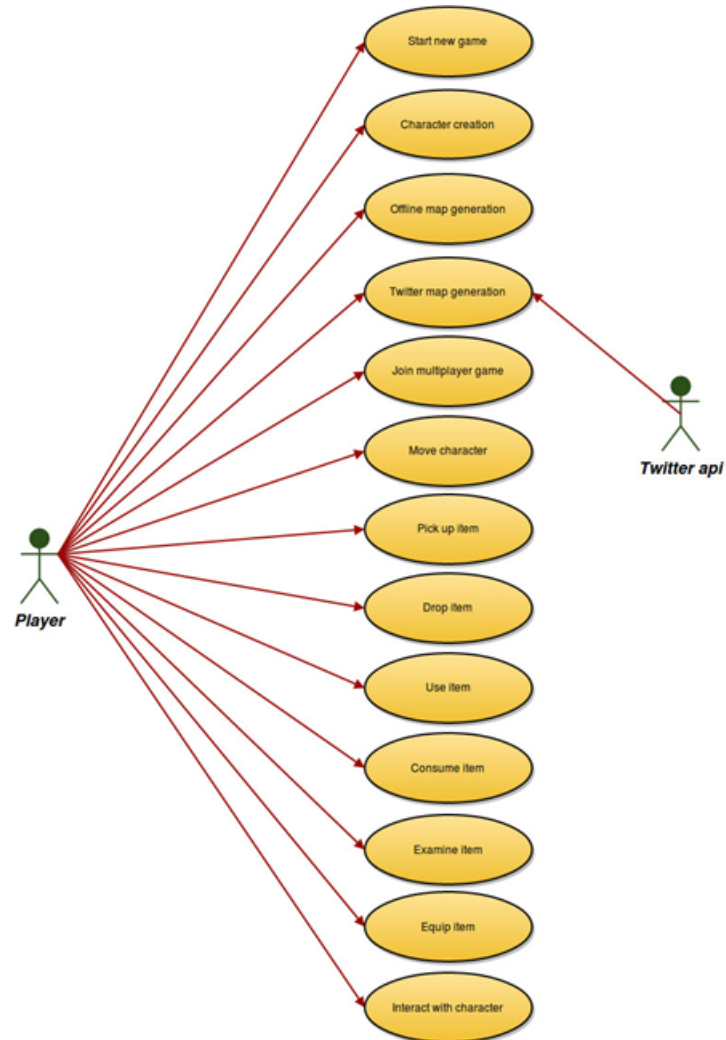
2017-04-11

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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.

Use Case Diagram



Description of Actors

Primary actor: Player

The player is the actor that will initiate all actions against the system from an outside source. The player will interact with the system to achieve some goal whether that be killing a monster or drinking a healing potion to stay alive.

Secondary actor: Twitter API

The Twitter API actor is there to provide information on how the world is going to be generated.

High-Level Use Cases

Use Case: Create New Game

Actors: Player

Description: Player starts game and selects “new game”.

Use Case: Generate map

Actors: Twitter API

Description: Requests objects from Twitter API to generate map as the game is played.

Use Case: Join Existing Game

Actors: Player

Description: Player joins an existing game, created by another player.

Use Case: Create Character

Actors: Player

Description: Player creates a character and set up the character.

Use Case: Move Character

Actors: Player

Description: Player moves character around the labyrinth and explores different caves.

Use Case: Pick up Item

Actors: Player

Description: When player moves around the game world the player can pick up different items that is found.

Use Case: Drop Item

Actors: Player

Description: Player drops item in cave.

Use Case: Use Item

Actors: Player

Description: Several sub use cases take effect.

Sub Use Case: Use Item : Consume Item

Actors: Player

Description: The player can consume an item he/she is carrying if the item is consumable.

Sub Use Case: Use Item : Examine Item

Actors: Player

Description: When an item is found player can examine it.

Sub Use Case: Use Item : Wield Item

Actors: Player

Description: The player can wield an item from inventory if the item is wieldable.

Use Case: Interact with NPC

Actors: Player

Description: Player interacts with non playable characters using interaction dialogues.

Use Case: Interact with player-character

Actors: Player

Description: Player interacts with other characters by trading etc.