**Use Item Use Case (Carl Leslie – 16137655)**

1. **Purpose**

This use case allows the player to use an item from their inventory.

1. **Actors**

Player: The user of the game.

1. **Description**

Player will use the item they are currently holding to perform the item’s default action.

1. **Flow Description**
   1. Pre-conditions
      1. Player must be logged in
      2. Player must be holding an item
   2. Activation
      1. This use case starts when a player clicks to use an item they are holding
   3. Main Flow
      1. Player clicks to use item
      2. Item default action is performed (e.g. hammer creates a block)
   4. Alternative Flow
      1. Item will perform alternate action depending on the scenario (e.g. if something already exists in the location, hammer will destroy instead of creating, if used against another player, hammer will injure)
      2. If no item is currently held, avatar will swing as if holding something but no other action will occur
      3. If item cannot be destroyed by the player/tool, it will remain
   5. Exceptional Flow
      1. If game crashes, rollback will occur to the last saved point
      2. If network drops, game will remain active for a specified amount of time before automatically rolling back to last saved point and exiting
   6. Terminations
      1. Use case completes when item action is finished
   7. Post-conditions
      1. Object is created/destroyed
2. **Views**

There are no additional diagrams related to this use case.

1. **Special Requirements**

There are no special requirements for this use case.

1. **Interfaces**

* Minecruft login
* Minecruft game interface

1. **System Characteristics/Performance**

Action should complete instantly, no noticeable delay.

1. **Implementation Requirements**

There are no special implementation requirements for this use case.

1. **Technical Specifications** (copied from Minecraft site)

PC

Minimum Requirements:

* CPU: Intel Pentium D or AMD Athlon 64 (K8) 2.6 GHz
* RAM: 2GB
* GPU (Integrated): Intel HD Graphics or AMD (formerly ATI) Radeon HD Graphics with OpenGL 2.1
* GPU (Discrete): Nvidia GeForce 9600 GT or AMD Radeon HD 2400 with OpenGL 3.1
* HDD: At least 200MB for Game Core and Other Files
* Java 6 Release 45

Recommended Requirements:

* CPU: Intel Core i3 or AMD Athlon II (K10) 2.8 GHz
* RAM: 4GB
* GPU: GeForce 2xx Series or AMD Radeon HD 5xxx Series (Excluding Integrated Chipsets) with OpenGL 3.3
* HDD: 1GB
* Latest release of Java 8 from java.com

Mobile Device

* Android
* Version

Android 4.2 "Jelly Bean" (MCPE 0.11.1 & under require Android 3.0 and up; MCPE 0.7.2 & under require Android 2.3.0 and up)

* Processor

Any with support of floating-point calculations ("ARM-v7a code")

* Graphics

Any with support of [OpenGL ES 2.0](https://en.wikipedia.org/wiki/OpenGL_ES)

* Storage

12.5 MB (100 MB to 1GB is the max to save a map)

* iOs
* Version

iOS 8.0 (MCPE 0.14.3 & under require iOS 6; MCPE 0.14.1 requires iOS 5; MCPE 0.7.2 & under require iOS 4.3.3 and up)

* Processor

600 MHz ARMv7 Cortex CPU  
800 MHz Apple A5 CPU

* Storage

9.5 MB (100 MB to 1GB is the max to save a map)