Tekstbaseret eventyr

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## Business vision:

To create a text-based adventure game.

## Business mission:

To create a scenario of our text-based adventure game.

## SWOT

**Strength:**

Our strengths are that we know the genre of text-based games well.

We have a vivid imagination to make a compelling story.

We have the knowledge to program our vision.

**Weakness:**

We are only three people to make the game.

We have a small amount of time to make our game.

**Opportunity:**

There is a lot of text-based games already we can take inspiration from and exploit to our advantage.

**Threats:**

The market we are entering is not a big market, and there is already a lot of text-based game to make our breakthrough hard.

## Requirements:

**Person:**

* User gets control of their character.
* They play through a narrative.
* Must be able to see based on lighting.
* Can move north, east, west, south.
* Move or pick up objects based on weight.
* Move between rooms.
* Dialogue support (choosing options).
* Player can move between buildings.

**Rooms:**

* Can be dark or lit.
* Must be navigable.
* Contains interact-able items.
* Items can be visible or invisible depending on environment.

**Player:**

* User can read a description of the environment and which choices they have.
* Can interact with the world.

## Brief use cases

**Use case #1 - Start menu:**

* Start and quit the game.
* Choose a name for the character.

**Use case #2 - Inventory:**

* Equipment.
* Items.
* Add/remove

**Use case #3 - Movement:**

* Pick up item.
* Inspect.
* Move.
* Go back.

**Use case #4 - Combat:**

* Damage.
* Fight or flight.
* Use items (use case #2).

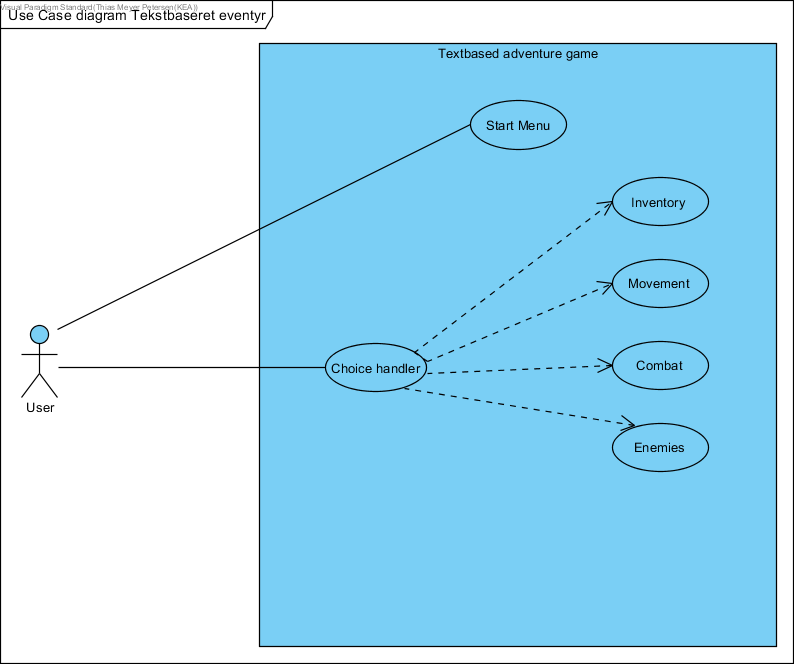
**Use case #5 - Enemies:**

* Description.
* Stats.

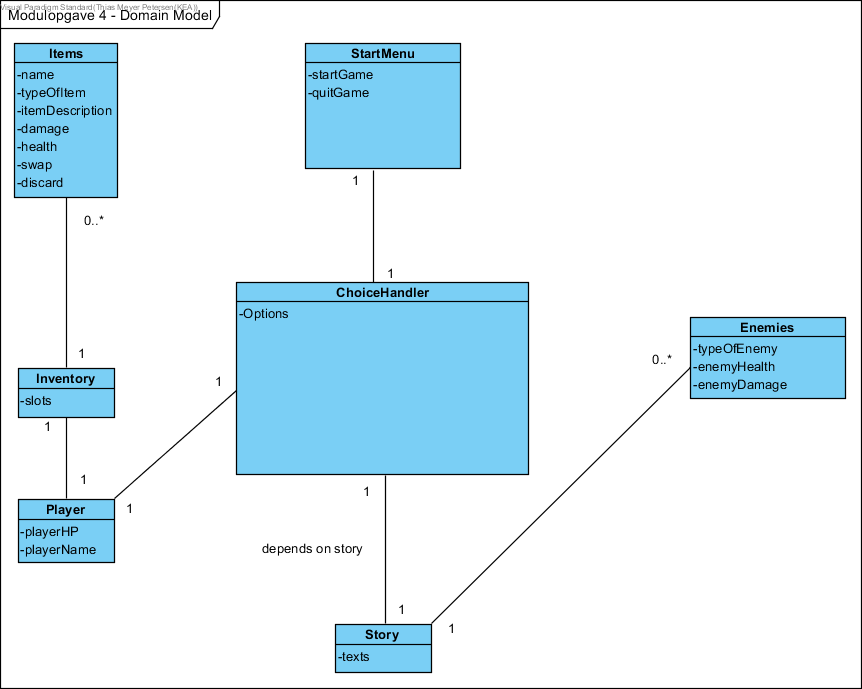
## Fully Dressed

|  |  |
| --- | --- |
| **Properties** | **Description** |
| **Use case name** | UC #6 Choice Handler |
| **Scope** | Interaction menu |
| **Level** | User goal |
| **Primary actor** | The player who plays the game. |
| **Stakeholder** | The player - The player wants a functional game, and the choice handler will be the main focus of the game.  The game developers - have a strong interest in the game functioning as intended, and the choice handler is a big part of the game. |
| **Preconditions** | * Choice handler allows movement. * Choice handler has to work in tandem with the inventory system (UC#2). * Choice handler Has to work with the combat system (UC#4) |
| **Success guarantee** | * Scenarios load correctly. * Game must know the player location. |
| **Main success scenario** | * The choice handler will send the player to the right location. * Allow for items to be picked up and added to the inventory. * Allow for fight or flight in combat. |
| **Extensions** | * End of Map: prints generic message. * No inventory space: - Generic message. * Player dies: - game over title * Choicehandler crashes : - int as savepoints |
| **Special requirements** | * Mouse or trackpad to navigate the game. * The game must load within 10 seconds |

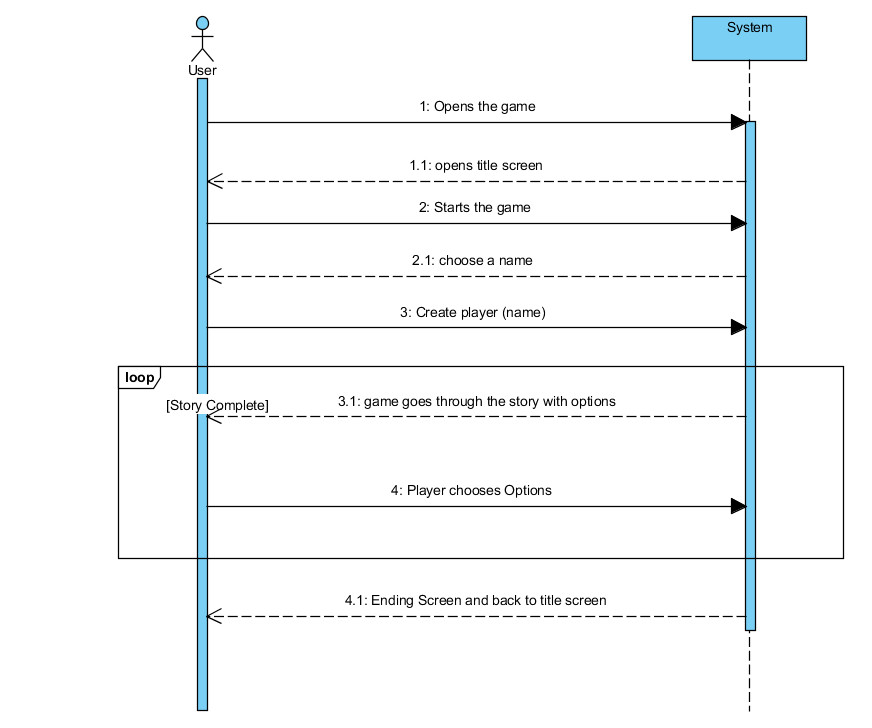
## Use case diagram



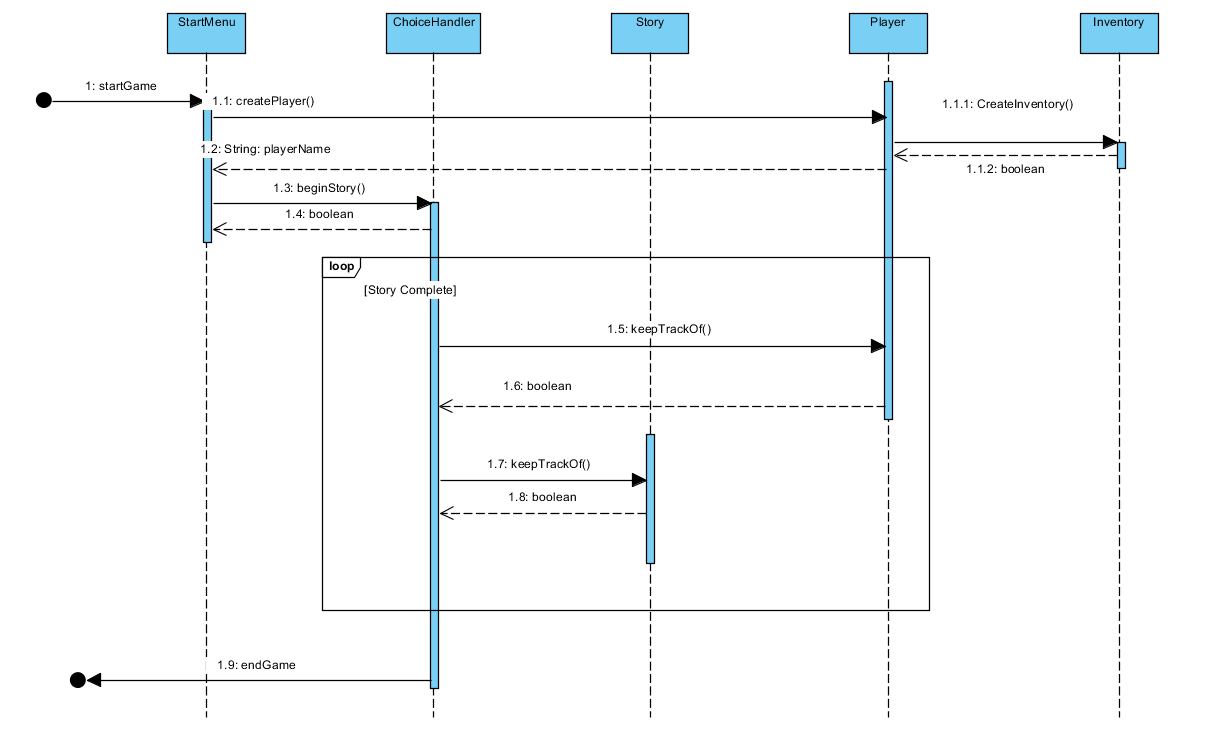
## Domain model



## System Sequence Diagram



## Sequence diagram



## Class diagram