

M2 Use Case Model

- Player: Primary Actor
- Game Admin that uses the game's Admin screen to manage Players: Supporting Actor
- Third-party database service that the game uses to store its state: Supporting Actor
- Shareholder of the software company that develops the game: Offstage Actor
- Contractor company that localizes the game to other languages: Supporting Actor
- International Game Developers Association: Offstage Actor
- Game Developer that manages game: Supporting Actor
- Game Developer that updates mechanics and fix bugs: Supporting Actor

M2 Domain Model

Nouns

- Objects
 - Player
 - Monster
 - Room
 - Weapon
 - Shop
 - Chest
- Attributes
 - Coins
 - Health Potion
 - Difficulty
 - Account
 - Name
 - Settings
 - Controls
 - Inventory
 - Special
 - Player Level
 - Type
 - Attack Damage
 - Range
 - Setting
 - Obstacles
 - Floor Hazards
 - Doorway
 - Health
 - Skin
 - Character
 - Weapon Level
 - Shopkeeper