

# M2 Use Case Model

- Player: Primary Actor
- Game Admin that uses the game's Admin screen to manage Players: Primary 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