M2 Use Case Model

- Player: <u>Primary Actor</u>

- Game Admin that uses the game's Admin screen to manage Players: <u>Supporting Actor</u>

- Third-party database service that the game uses to store its state: <u>Supporting Actor</u>

- Shareholder of the software company that develops the game: <u>Offstage Actor</u>

- Contractor company that localizes the game to other languages: <u>Supporting Actor</u>

- International Game Developers Association: <u>Offstage Actor</u>

- Game Developer that manages game: <u>Supporting Actor</u>

- Game Developer that updates mechanics and fix bugs: <u>Supporting Actor</u>

M2 Domain Model

Nouns

- Objects
    - Player
    - Monster
    - Room
    - Weapon
    - Shop
    - Chest

- Attributes
    - Coin Drop Count
    - Health Potion
    - Doorway
    - Obstacles
    - Floor Hazards
    - Difficulty Multiplier
    - Name
    - Health
    - Max Health
    - Status/Effects
    - Coin Count
    - Rooms Explored
    - Equipment
    - Weapon Type
    - Attack Damage
    - Weapon Damage
    - Weapon Range
    - Attack Range
    - Movement Range
    - Shopkeeper