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

* Player
* Monster
* Room
* Weapon
* Chest
* Coins
* Health
* Difficulty
* Account
* Name
* Settings
* Controls
* Inventory
* Special
* Player Level
* Type
* Attack Damage
* Range
* Setting
* Obstacles
* Hazards
* Doorway
* Health Drops
* Skin
* Character
* Weapon Level
* Shopkeeper