

Name: Player Enters Name

Description: The player is a user that will use the Die Game System to enter her/her name

Actors: Player

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The System stores user name to associate with stats accumulated during game play.

Alternative flow: The player begins game and incorrectly enters name. When asked if name was entered properly, the player indicates 'no' and enters name again. If correct, the system then stores name during gameplay.

Pre-conditions: The game is able to start and the player knows his/her name.

Post-conditions: The player's name is stored during runtime (and upon exiting will be written to file)

Name: Player Rolls Dice

Description: The player is a user that rolls dice to simulate chance events

Actors: Player

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The player is asked if he/she wants to view stats or play game. The player selects play game. The player is then told to hit any key to roll dice. The player hits a key. Dice roll.

Alternative flow: Player has to correct name and then rolls dice.

Pre-conditions: The game is able to start and the player has successfully entered his/her name. The player hits a key to roll dice.

Post-conditions: The dice roll values are obtained and displayed to player.

Name: Player views stats

Description: The player is a user that wants to view game stats of players

Actors: Player

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The player selects 'view stats' when prompted.

Alternative flow: Player has to correct name and then selects view stats

Pre-conditions: The game is able to start and the player has successfully entered his/her name. The player selects view stats.

Post-conditions: File of stats are read in to system and displayed.

Name: Player builds building

Description: The player is a user that accumulates materials through gameplay to build a building

Actors: Player

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The player selects 'play game' when prompted. The player rolls dice over multiple opportunities to accumulate materials while surviving hardships. When enough materials are present, the player can build a specific type of building based on the materials player has at that time in gameplay.

Alternative flow: Player has limited resources and chooses to continue dice roll rather than build a building.

Pre-conditions: The game is able to start and the player has successfully entered his/her name. The player selects play game. The player rolls dice. The player accumulates materials to build.
Post-conditions: The player has built a structure and the stat data is updated to reflect this. Stat data is written to file at the end of gameplay.

Name: File reads stats

Description: The file is a data storage location that obtains stats to store from Die Game System

Actors: File

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The player selects 'play game' when prompted. The player rolls dice over multiple opportunities to accumulate materials while surviving hardships. When the user's gameplay is over, the stat data created during gameplay is sent to file for storage.

Alternative flow: Player ends game prematurely at which point file does not read stat data.

Pre-conditions: The game is able to start and the player has successfully entered his/her name. The player selects play game. The player rolls dice. The player accumulates materials to build and survives hardships. The player has accumulated stats. The user's gameplay is over. Stat data is available for file to read.

Post-conditions: Player gameplay stats are stored in file.

Name: File Provides stats

Description: The file is a data storage location that provides stats for Die Game System to print

Actors: File

Flow of events: The player begins game. The player enters his/her name when prompted followed by enter. The system confirms with the player that the name has been entered properly. The player selects 'view stats' when prompted. File data is provided and printed. User is asked if he/she is ready to play game now.

Alternative flow: Player views stats and then indicates that he/she doesn't want to play game. System exits.

Pre-conditions: A data storage location (file) exists and contains properly formatted fields to read-in to system.

Post-conditions: gameplay stats are printed to screen.