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| C:\Users\Pilot Rock Software\Desktop\St. Martin's\Images\StMartinLogo.jpg | CSC 446  Software Engineering: Analysis and Design  Team Use Case Specifications |

# Use Case Specifications

UC-2.6 Example: Move Hero into a Map Cell with Power Bar

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| **User Task** | Player lands in a Map Cell that contains a Power Bar |
| **Summary** | The Hero lands in a Map Cell that contains a Power Bar. Hero powers up. |
| **Assumptions** | Game has been successfully loaded and no other user operations are underway, Hero location is (somewhere) on the map. |
| **Preconditions** | UC-2.0 has been executed immediately prior to triggering this Use Case |
| **Description** | 1. Player is notified the Hero has landed in a Map Cell containing a Power Bar. 2. Player is made an offer to purchase the Power Bar. 3. If Player accepts the offer, their bank account balance drops by one Whiffle, their energy balance increases by 10 units and the power bar is removed from the Map Cell. 4. If Player rejects the offer, no changes are made to their bank account balance or energy balance, and the Power Bar remains in the Map Cell. |
| **Exceptions** | 1. Hero has less than one Whiffle in their bank account, but has accepted the offer -> Player is notified the offer is rejected no changes are made to their bank account balance or energy balance, and the Power Bar remains in the Map Cell. |
| **Post-conditions** | Either there is no change to the Game State, or the energy balance has increased by 10 units, bank account balance has decreased by one Whiffle and Power Bar is removed from Map Cell. |

UC-X.X Empty Use Case Template

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| **User Task** |  |
| **Summary** |  |
| **Assumptions** |  |
| **Preconditions** |  |
| **Description** |  |
| **Exceptions** |  |
| **Post-conditions** |  |

UC-X.X Empty Use Case Template

|  |  |
| --- | --- |
| **User Task** |  |
| **Summary** |  |
| **Assumptions** |  |
| **Preconditions** |  |
| **Description** |  |
| **Exceptions** |  |
| **Post-conditions** |  |

UC-X.X Empty Use Case Template

|  |  |
| --- | --- |
| **User Task** |  |
| **Summary** |  |
| **Assumptions** |  |
| **Preconditions** |  |
| **Description** |  |
| **Exceptions** |  |
| **Post-conditions** |  |

UC-X.X Empty Use Case Template

|  |  |
| --- | --- |
| **User Task** |  |
| **Summary** |  |
| **Assumptions** |  |
| **Preconditions** |  |
| **Description** |  |
| **Exceptions** |  |
| **Post-conditions** |  |