

Use Cases

Case: Arrest Infiltrator

Actors:

- Primary Actor: Auber
- Secondary Actor: Infiltrator

Precondition: both actors are close to each other

Trigger: user inputs arrest key

Main Success Scenario:

- the user approaches the infiltrator and holds the arrest key.
- Infiltrator stays in range whilst arrest is taking place.
- Infiltrator teleports to the brig when arrest is complete

Secondary Scenarios: :

- the user approaches the infiltrator and holds the arrest key.
- Infiltrator gets out of range before Auber completes the arrest.

Success Postcondition: Infiltrator is in the brig now. Once all infiltrators are in the brig the game is won.

Minimal Postcondition: NONE

Case: Destroy System

Actors:

- Primary Actor: Infiltrator
- Secondary Actor: System

Precondition: Infiltrator is within range of an undamaged system

Trigger: AI decides to destroy the system

Main Success Scenario:

- The infiltrator stays still for the duration of the destruction
- The system breaks

Secondary Scenarios: :

- The infiltrator is interrupted, i.e. they move or are arrested, during the duration of the destruction
- The system remains unbroken

Success Postcondition: The system is broken, which causes the relevant effect to happen to the ship, if all of the systems are broken then the game ends in a loss

Minimal Postcondition: NONE IDK

Case: Teleport

Actors:

- Primary Actor: Auber
- Secondary Actor: Teleport Pad

Precondition: Auber is on the teleport pad

Trigger: user inputs teleport key

Main Success Scenario:

- the user approaches the teleport pad and presses the teleport key.
- User decides which teleport pad he wants to go to on the menu that pops up
- User teleports to the pad he chooses

Secondary Scenarios: :

- the user approaches the teleport pad
- User goes off menu and decides to stay in the current room they are in

Success Postcondition: Auber teleports to various rooms to stand a better chance of repairing systems or arresting infiltrators

Minimal Postcondition: NONE IDK