

- ✓ ① User has to have the ability to start a new game
- ✓ ② User has to have the ability to select a race
 " class
- ✓ ③ User has to have the ability to move through
 the dungeon
- ✓ ④ User has to have the ability to access inventory
 - " change armor
 - " change weapon
 - " loot
 - " attack enemies
 - " heal self
 - " Save game? maybe
 - " load game?
- ✓ ⑤ " "
- ✓ ⑥ " "
- ✓ ⑦ " "
- ✓ ⑧ " "
- ✓ ⑨ " "
- ✓ ⑩ " "
- ✓ ⑪ " "
- ✓ ⑫ " "

non

Name UC 1: Start game

Summary User starting a new game

Rationale When starting a new game, the user needs the option to select a new game.

Users All users

Preconditions User has to be able to turn on the game

Basic course of events

1. The user indicates that the software is to perform a new game

2. The software responds by starting a new game

Alternative paths

1. In step 1, the user indicates that the software performs a new game. In this case the user wants to load a previously started game.

post conditions A game has been started.

Name UC-2: Select Race

summary user selects Race option

Refinements When starting a new game, you have to select a race for your character

Users All users

Preconditions user must be starting a new game

Basic course of events

1. the user indicates that the software is to perform a new game
2. software responds by requesting the race the user desires.
3. the user picks the race
4. The software confirms race chosen

Alternative paths: N/A

Postcondition: user picks race

Name UC-3 select class

Summary user selects desired class

Rationale when starting a new game, user must select class for character

Users All users

Preconditions user must have selected new game, and picked race Already

Basic course of events

- 1) the user indicated to play a new game and he picked race Already
- 2) software responds by requesting user to pick a class
- 3) user selects desired class
- 4) system confirms class choice

Alternative paths N/A

Post condition, user picked desired class

Name UC-4: Move

Summary user has the ability to move through the maze

Rationale the user needs to move through the maze to be able to find the key to the boss

users All users

Preconditions must be inside the dungeon

Basic course of events

- 1.) The user indicates that the software is to perform a move.
- 2.) the software responds by requesting the direction of the move
- 3.) the user specifies the direction of the desired move
- 4.) the software moves the character to that location.

Alternative paths

Post conditions user moves to desired location

Name UC-5 Access Inventory

Summary user accesses inventory

Rationale while playing the game, the user may want to access inventory for many reasons, and needs to be able to do so

users All users

preconditions Must be playing the game

Basic course

of events

- 1) the user indicates that the software is to open the inventory
- 2) the software responds by opening the inventory

Alternate paths

post conditions the user Accessed the inventory

Name UC-6 change armor

summary The user changes Armor

Rationale While playing the game, the user may find a better piece of armor, the user will need the ability to access and replace its armor

users All users

Preconditions user must be playing game & has accessed its inventory

Basic course
of events

- 1) the user indicates he/she wants to access inventory
- 2) The software responds by showing inventory
- 3) The user indicates he/she wants to change armor
- 4) the software responds by requesting new armor selection
- 5) The user selects new armor
- 6) The Software confirms new armor change

Alternative Path

Postcondition user changed armor

Name UC-7 change weapon

summary user changes weapon

Rationale while playing the game, the user might get a better weapon, and would like to change to that weapon

Users All users

Preconditions user must access inventory

Basic course

Sequence

- 1) The user indicates that the software needs to perform a change weapon action
- 2) Software responds by requesting new weapon selection
- 3) user selects new weapon
- 4) Software confirms new weapon

Alternative paths

postconditions user changes weapon

Name UC-8 Loot

Summary user loots enemy

Rationale while playing the game the user will encounter enemies, after defeating the enemies, they will drop loot. The user needs to take loot.

Users All Users

Precondition user must have just fought an enemy

Basic course

of events

1) The software responds by asking if you want to take loot

2) User confirms they want the loot

Alternative

Paths

Post condition user loots enemy

Name UC-9 Attack enemies

Summary The user Attacks enemies

Rationale While playing the game you will encounter enemies and will have to attack them

User All users

Preconditions User must be inside dungeon

Basic course

of events 1) The system will indicate you have encountered an enemy and give you options:

- a) Attack
- b) heal

- 2) The user responds by requesting Attack
- 3) the system confirms choice and attacks enemy

Alternative paths

Post conditions User attacks enemy

Name UC-10 Heal self

Summary User heals self with potion

Rationale While encountering enemy, the user has the ability to heal self if too much damage is taken

Users All users

Precondition User must be in the middle of an encounter with an enemy and able to access inventory

Basic course 1) The software responds by giving you action choices

a) Attack

b) Heal

2) User responds by requesting heal

3) System confirms and uses potion from inventory to heal self

Alternative Paths

Postconditions - User heals self, and one potion is subtracted from inventory.

Name UC-II Use Item

Summary user uses Item

Rationale While in the game, you could want to use items during fight or heal while out of fight.

users All users

preconditions User must be able to access inventory

Basic course

- of events
- 1) User lets software know they're requesting the use of an item.
 - 2) Software responds by asking the item to use
 - 3) User selects item to be used
 - 4) Software confirms item

Alternative path User changes mind and chooses not to use item

postcondition User uses item

Name UC-12 Save Game

Summary user saves instance of game

Background While playing the game, user wishes to save game to come back later.

Users All users

Preconditions user must be playing the game to save it.

Basic course

- of events
- 1) user tells the software that they wish to save game.
 - 2) Software confirms the user wishes to save and saves instance

Alternative Path user changes mind

Postcondition user saves game

Name

UC-13 Load Game

Summary

User loads saved game

Rationale

After playing the game upto a point, you saved it. Now you back and wish to load and start from where you left off.

Users

All users

Precondition

User must have a saved game.

Basic Course

of Events

- 1) User tells Software to start a load game event
- 2) Software responds by requesting the saved game file
- 3) User submits the saved game file
- 4) Software loads game
- 5) User starts game from where he left off

Alternative Path

User wishes to start new game instead

Postconditions

User loads saved game