

Dark Night

Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in the

<https://github.com/pogirae/CS191-ACT-Repository/tree/master/02-Requirements%20Engineering>

Document Purpose:

This document is to show the use case specifications of the project.

Target Audience:

Developers, professors, and anyone who wants to improve the project.

Revision Control*History Revision:*

Revision Date	Person Responsible	Version Number	Modification
09/27/16	Ethan Fredric Y. Tan	1.0	Initial Document
10/4/16	Ethan Fredric Y. Tan	1.1	Added scenarios, diagram

Use-Case Name: 2.3 Get Hint

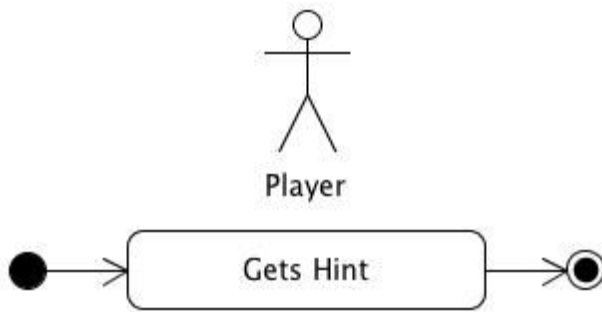
Description: When the player has trouble finding the next objective, pressing H will trigger a hint to direct the player where to go next. This may come in the form of dialogue or a certain noise.

Preconditions: 2.0 Play Game

Flow of Events:

Scenario Name	Description
Scenario 1 Player gets hint.	1. Player gets hint.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: Use Case 2.0 Play Game

Special Requirements:
NONE