

Dark Night

Use Case Specification

Submitted to:

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Unique Reference:

The documents are stored in

<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
09/30/16	Jahziel Rae M. Arceo	2.0	Added scenarios to list.

Use-Case Name: 3.0 Enter Combat

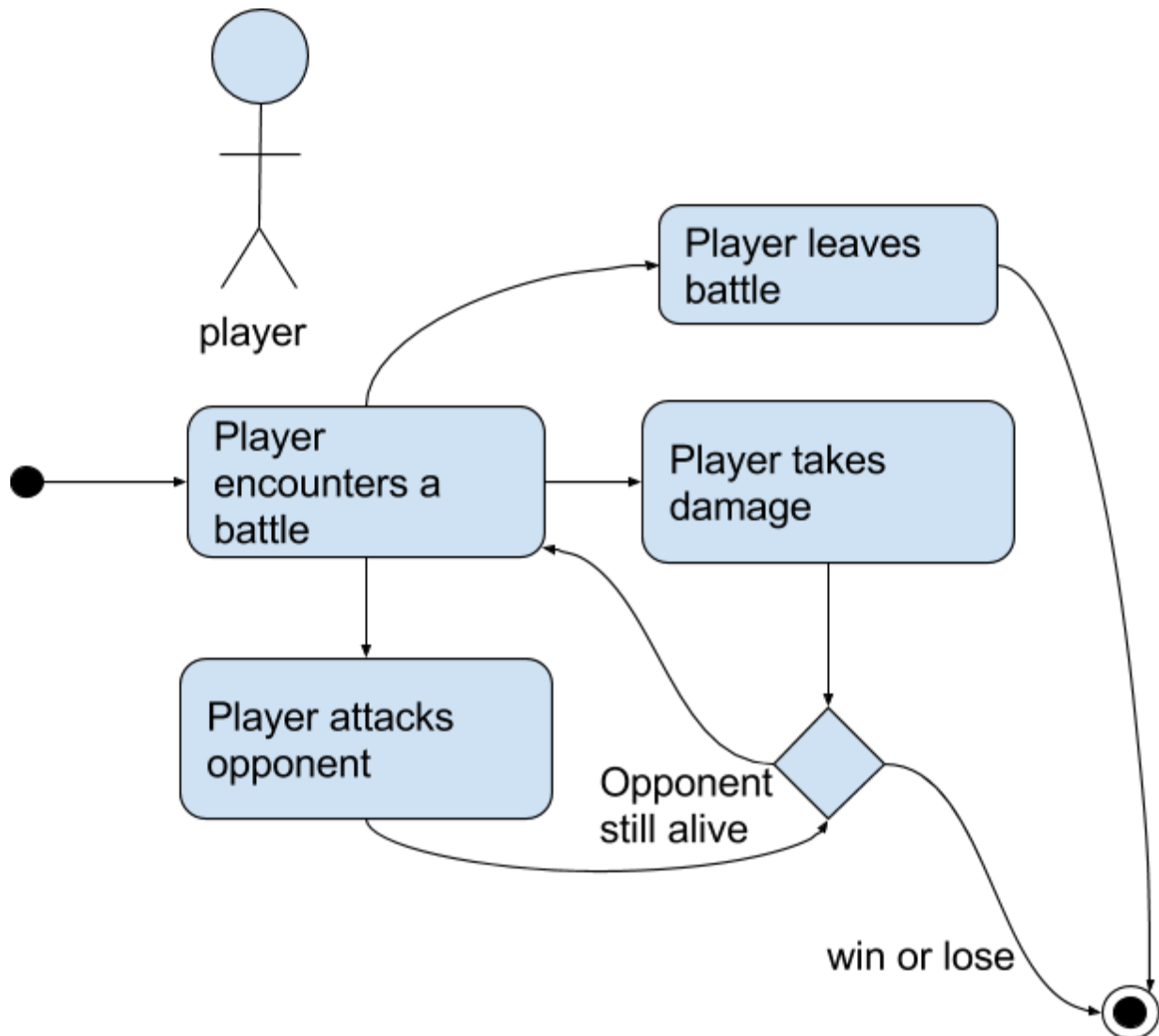
Description: The player combats an in-game entity. The player enters combat when moving into an enemy or through the course of the story. The player can sometimes choose whether to fight or flee.

Preconditions: Entered an appropriate scenario in Use Case 2.0

Flow of Events:

Scenario Name	Description
Scenario 1 Player enters a battle in-game	1. Player chooses to finish or leave the battle. 2. Player sees the available tools he can use for the battle. 3. Game presents current statistics to the player.
Scenario 2 Player attacks opponent	1. Opponent is inflicted with damages depending on player's key combinations.
Scenario 3 Player takes damage.	1. Player is inflicted with damages depending on the NPC opponent algorithm.
Scenario 4 Player flees battle.	1. Player returns in-game.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements:
NONE