

Dark Night

Use Case Specification

Submitted to:

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In partial fulfillment of academic requirements
for the course
CS 191 Software Engineering I
of the
1st Semester, AY 2016-2017

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: 2.1 Move Character

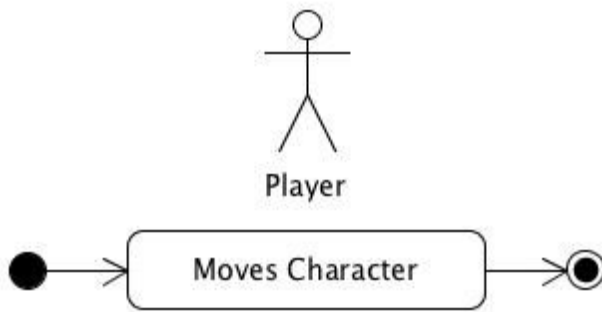
Description: The player moves the in-game character with W, A, S, D, or arrow keys. When the player inputs a button, the game moves the character accordingly. The game will provide output whether the move was successful or not.

Preconditions: 2.0 Play Game

Flow of Events:

Scenario Name	Description
Scenario 1 Player moves character.	1. Player moves character.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: Use Case 2.0 Play Game

Special Requirements:
NONE