

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
09/30/16	Ethan Fredric Y. Tan	1.0	Initial Document, added scenarios, created diagram.
09/30/16	Jahziel Rae M. Arceo	1.2	Edited scenarios, resized diagram.

Use-Case Name: 1.0 Start Menu

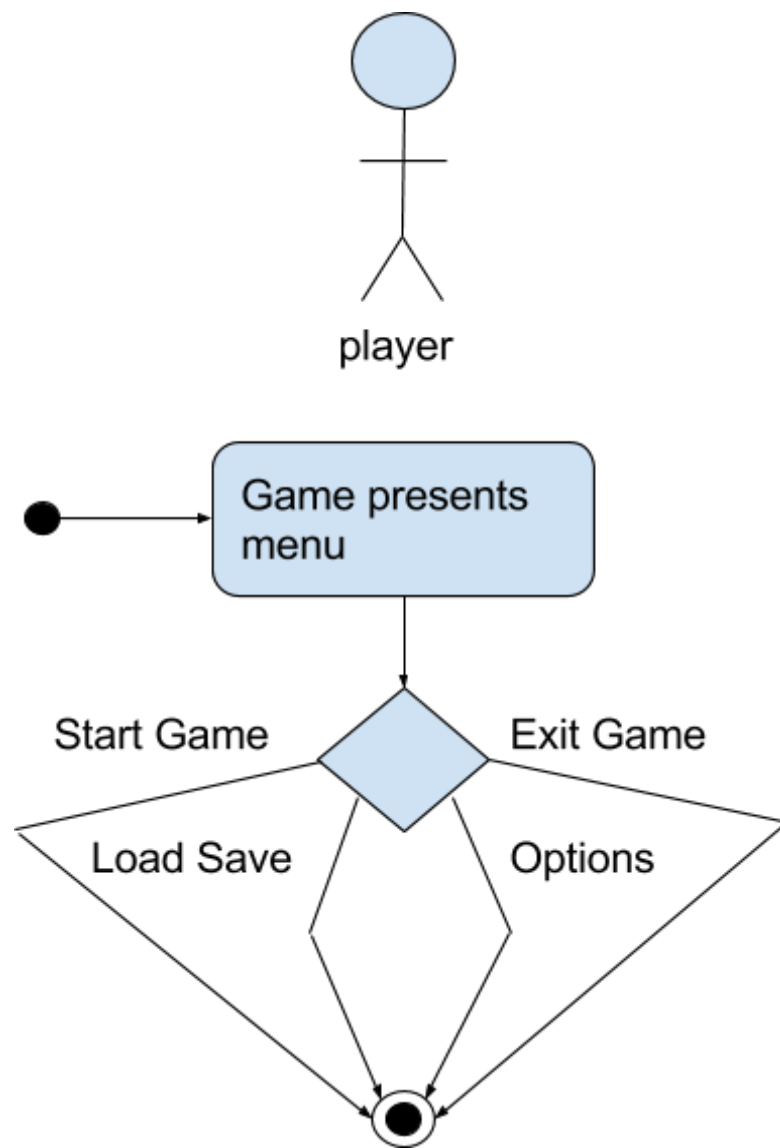
Description: The game begins with a menu state. The player chooses which action to take with W, A, S, D, or arrow keys. The player can choose to start the game, load a previous saved game, change options, or exit the program.

Preconditions: Game presented menu.

Flow of Events:

Scenario Name	Description
Scenario 1 Player starts game.	1. Game presents menu. 2. Player selects start game. 3. Game starts.
Scenario 2 Player loads save.	1. Game presents menu. 2. Player selects load save. 3. Game loads save.
Scenario 3 Player changes options.	1. Game presents menu. 2. Player selects options. 3. Game presents options.
Scenario 4 Player exits game.	1. Game presents menu. 2. Player selects exit game. 3. Game exits.

Activity Diagram of the Flow of Events:



Postcondition: NONE

Relationships: NONE

Special Requirements:
NONE